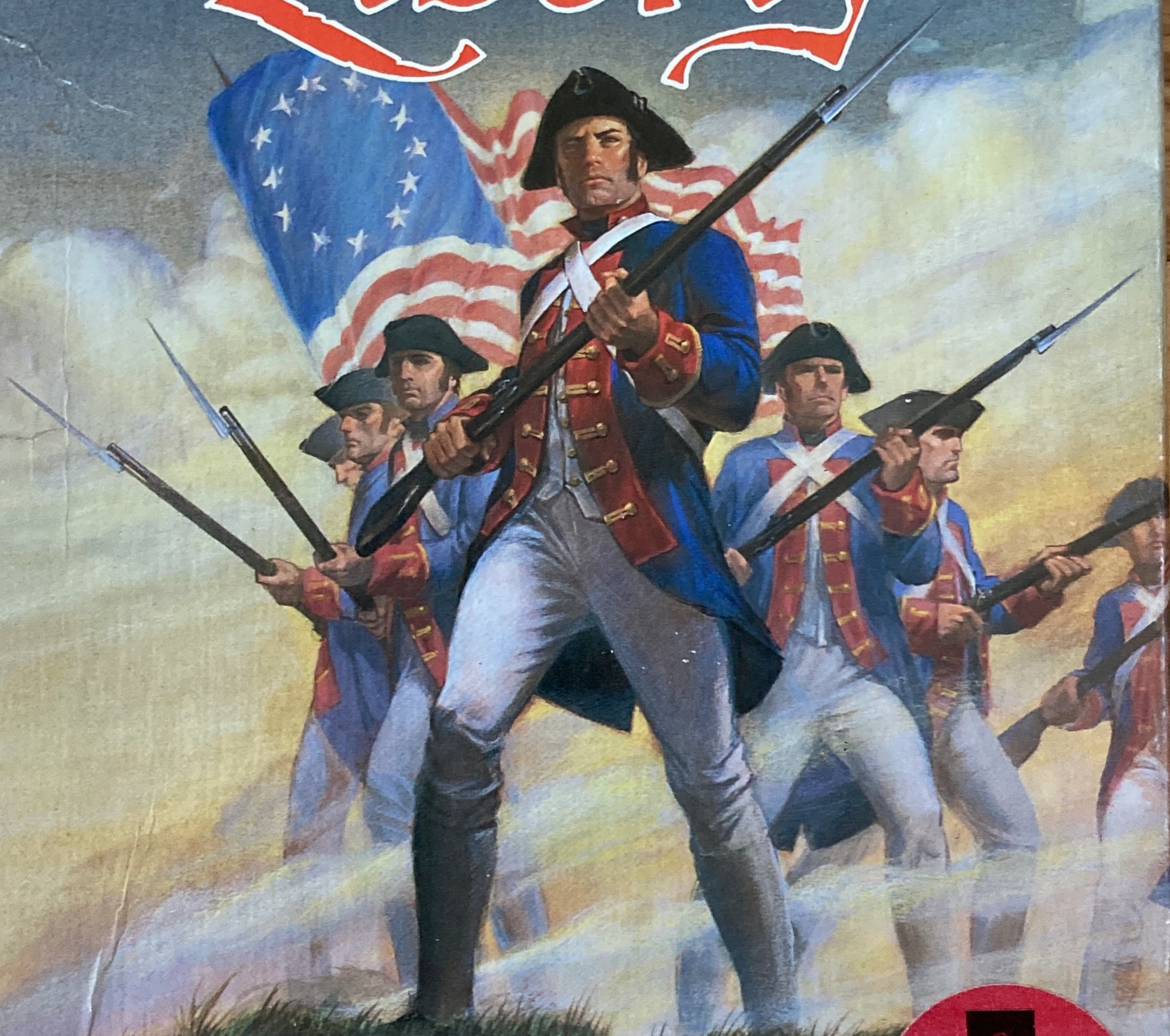
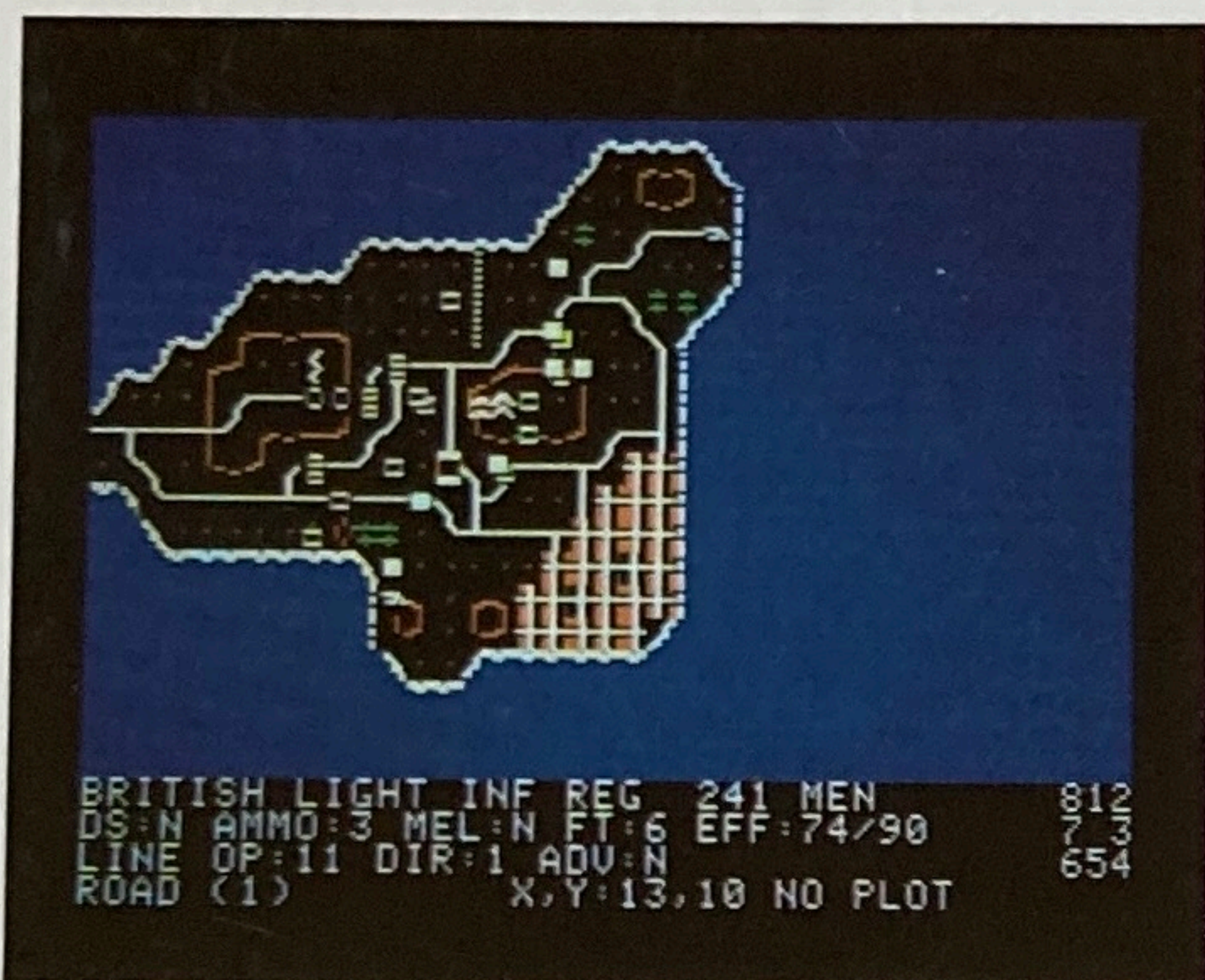


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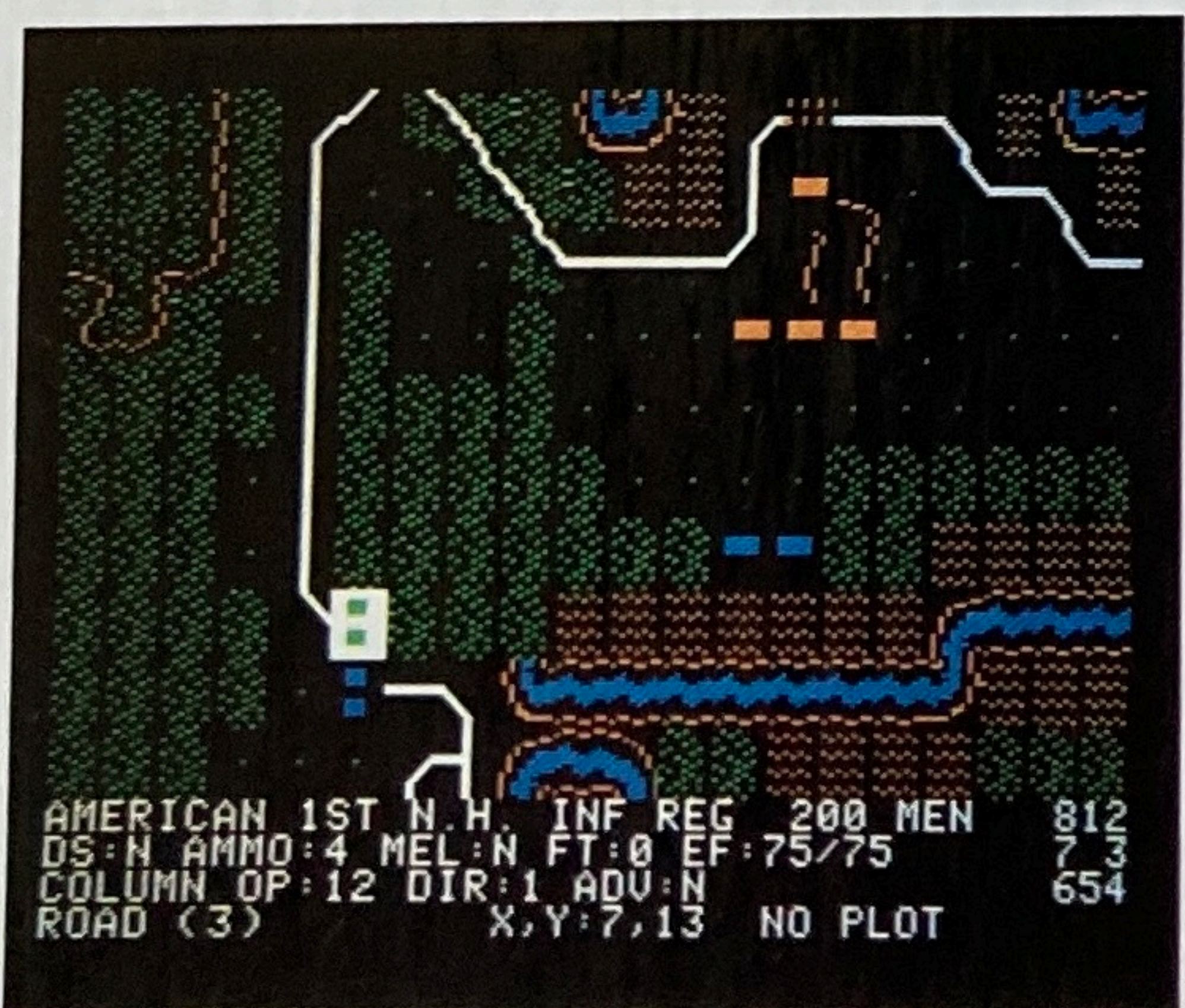
*Fight the war that gave America
her independence and her Constitution
...a war that changed the history
of the world!*



The strategic map of Bunker Hill.



Tactical view of the Battle of Monmouth.



Tactical view of the Battle of Saratoga.

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Displays from other computer(s) may vary.

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Three epic battles make up this game, each increasing in complexity and scale. And each battle can be fought under Introductory, Intermediate or Advanced rules. In solitaire play, the computer can direct either or both sides.

The Battle of Bunker Hill serves as an apt entrance to the game, just as it served as the first major battle of the American Revolution. This critical engagement was a small affair, involving only a few thousand men and a tiny patch of ground. Even under Advanced rules, this scenario can be savored quickly.

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The Battle of Saratoga — the largest of the three — is regarded as the turning point of the Revolution. The rigid formation of the British proved highly unsuited for the heavily wooded terrain, which favored the Colonial's more flexible run-and-shoot style. Historically the British lost, and her defeat convinced France that it was an opportune time to declare war on England, forcing her to fight on two fronts. Will you be able to repeat the outcome?

Fail and
America might
still be flying
the British jack.



SONS OF LIBERTY APPLE

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Sons of Liberty

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- Three complete battles are included: Bunker Hill, Saratoga, and Monmouth.
- Based on the system used in GETTYSBURG: The Turning Point, but improved to reflect the tactics used during the American Revolution.

- Introductory game contains a joystick option.
- Tactical and strategic displays within the game allow "zooming in" for more detail and "zooming out" for an overall picture.
- Computer can play either, both, or neither side.



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George Kucera, David Landrey, and Chuck Kroegel, whose other SSI works include
GETTYSBURG: The Turning Point™ and SHILOH: Grant's Trial in the West™.
■ **PLAYING TIME:** 3 to 12 hours. ■ **Introductory, Intermediate, and Advanced games.**
Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIDO.

Sons of Liberty



Gettysburg

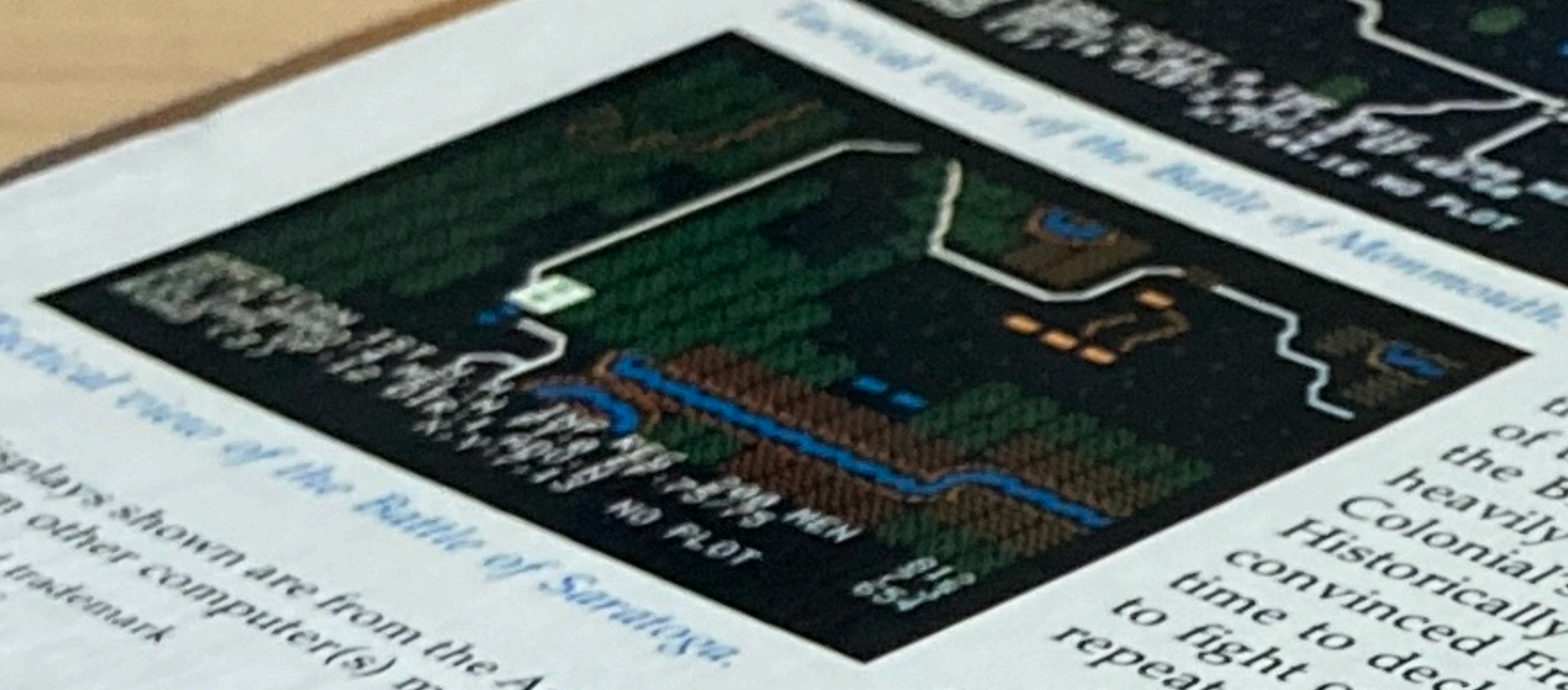
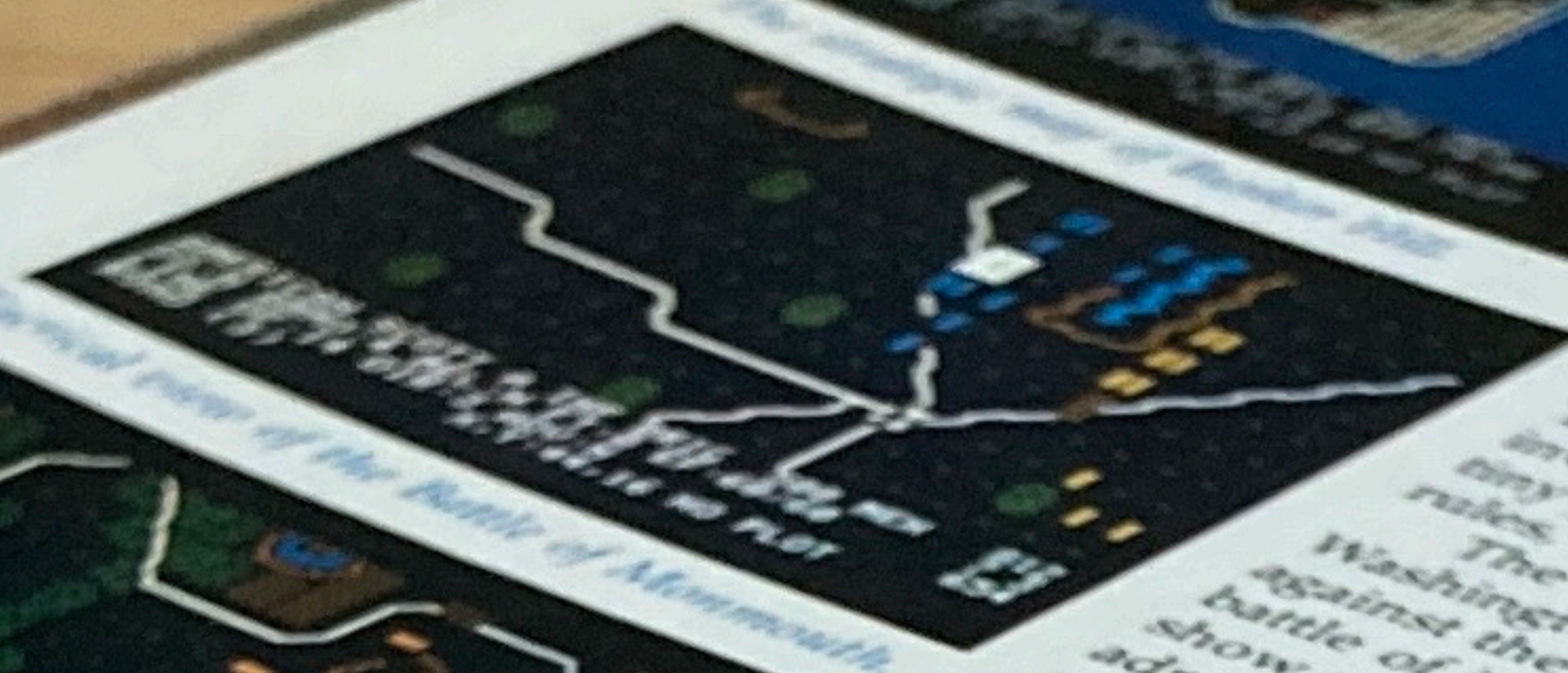
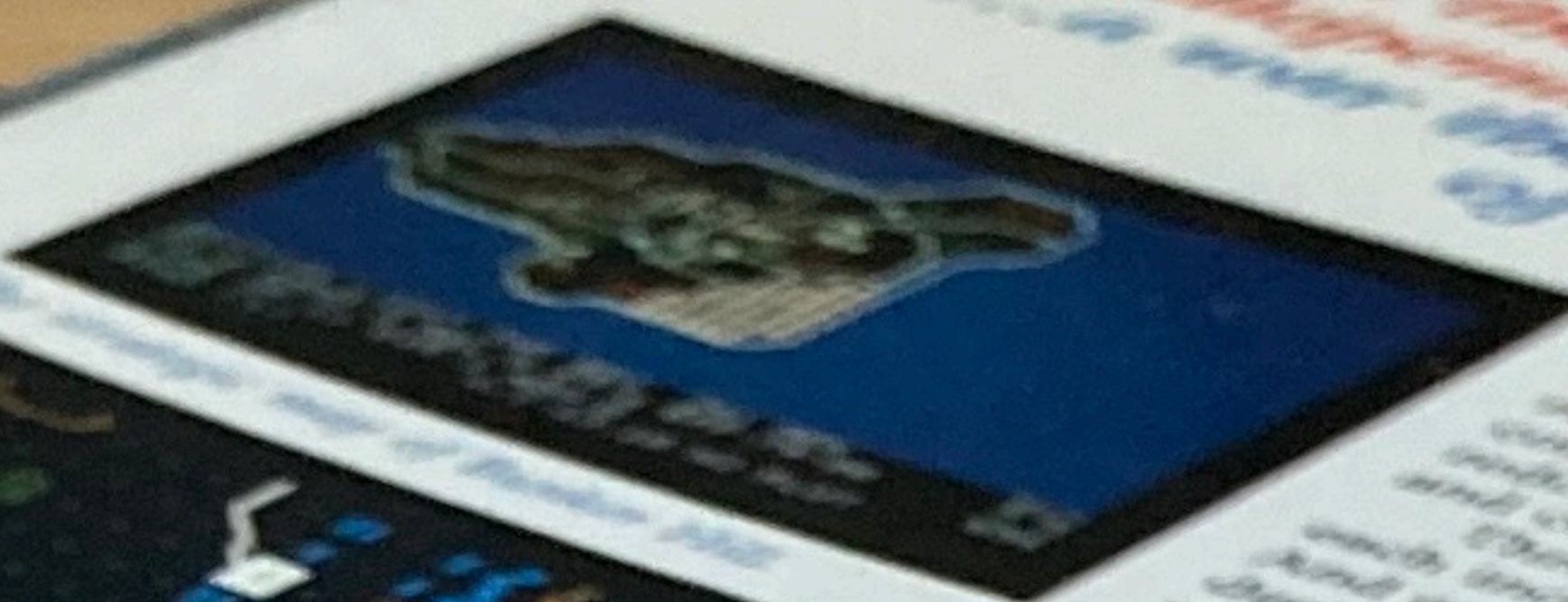
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Right the war that gave America its independence and her Constitution ... a war that changed the history of the world!



THE BATTLE OF BUNKER HILL—America's first major battle—was fought on a small patch of ground. Even under advanced rules, this scenario can be savored quickly. The Battle of Monmouth pitted George Washington's winter-hardened veterans against the British in what proved to be an admirable ability to keep his army together and its morale up against the adversities of weather and war. Can you do as well?

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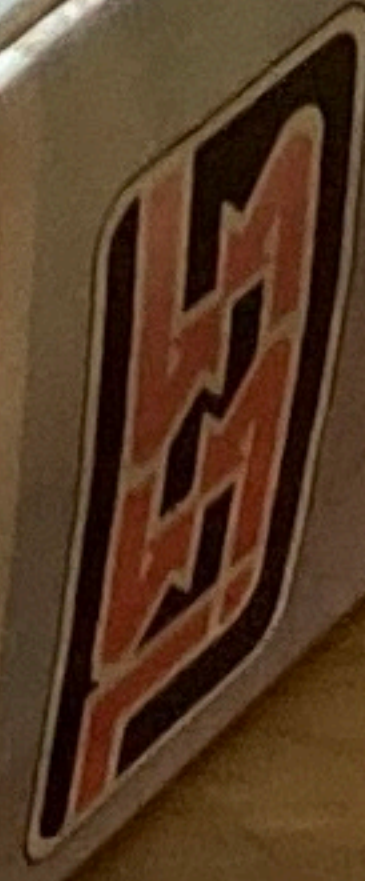
SONS OF LIBERTY APPLE

Screen displays shown are from the Apple.
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Apple is a registered trademark of Apple Computer, Inc.

- Computer can play either, both, or neither side.
- "Zooming out" for an overall picture.
- Tactical and strategic displays for more detail and "zooming in" for more detail.
- Introduction game contains a joystick option.

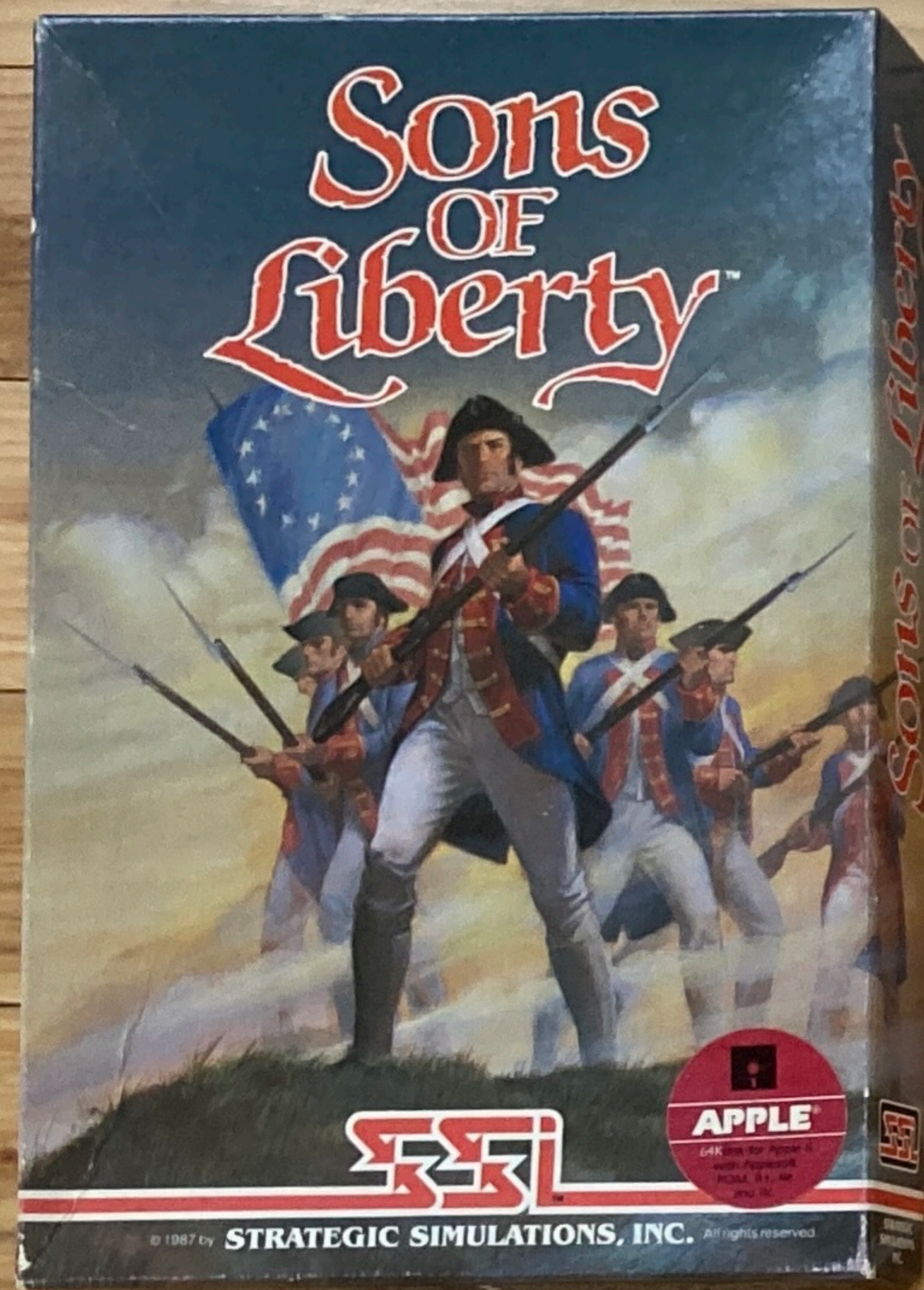
Three complete battles are included: Bunker Hill, Saratoga, and Monmouth. Based on the system used in GETTYSBURG: The Turning Point, but improved to reflect the tactics used during the American Revolution.

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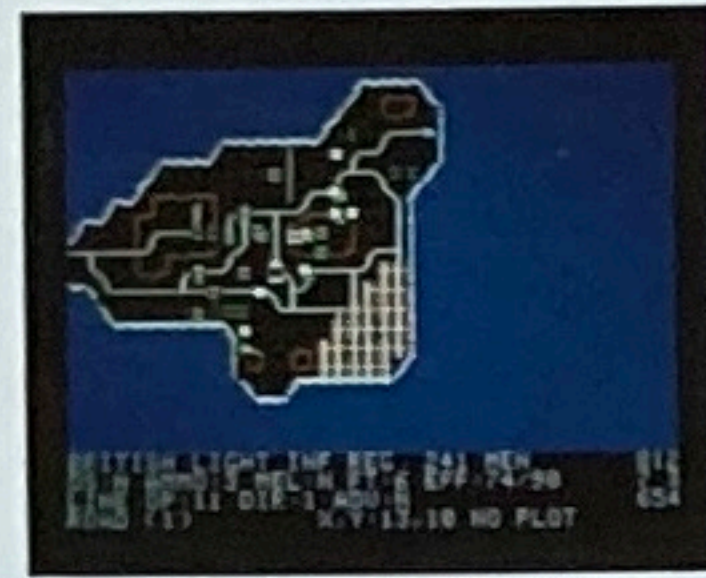




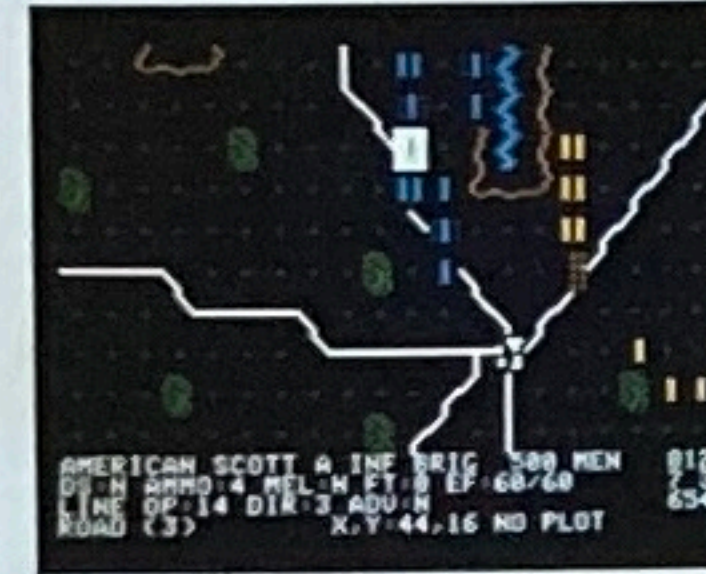




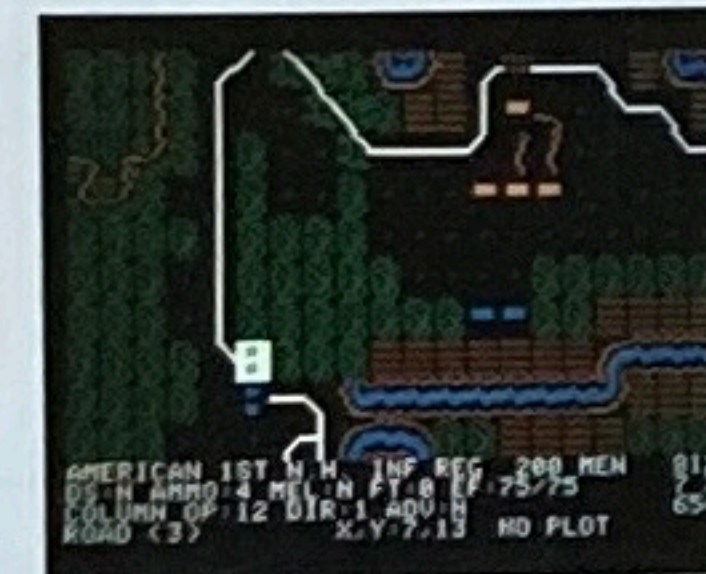
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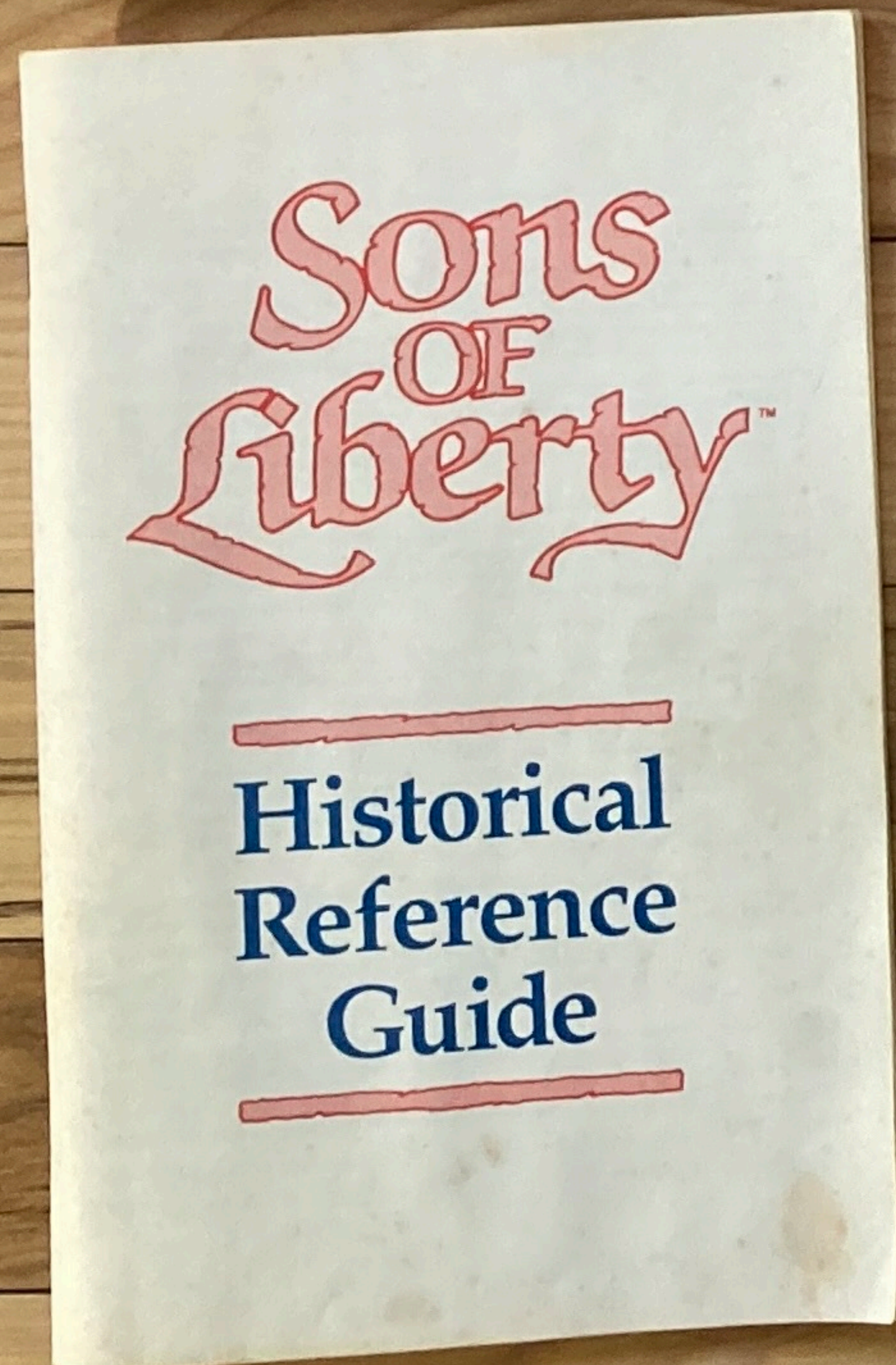
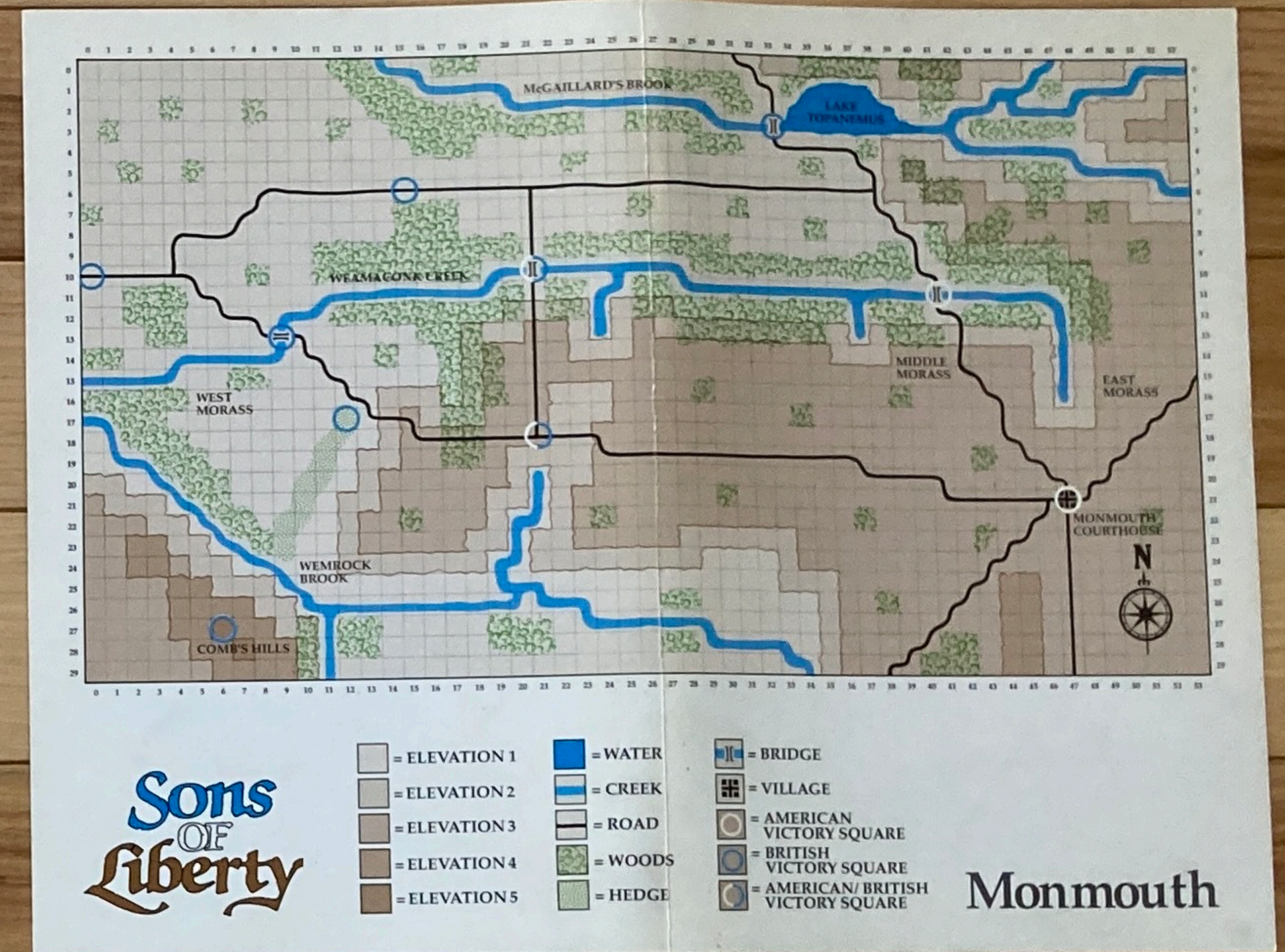
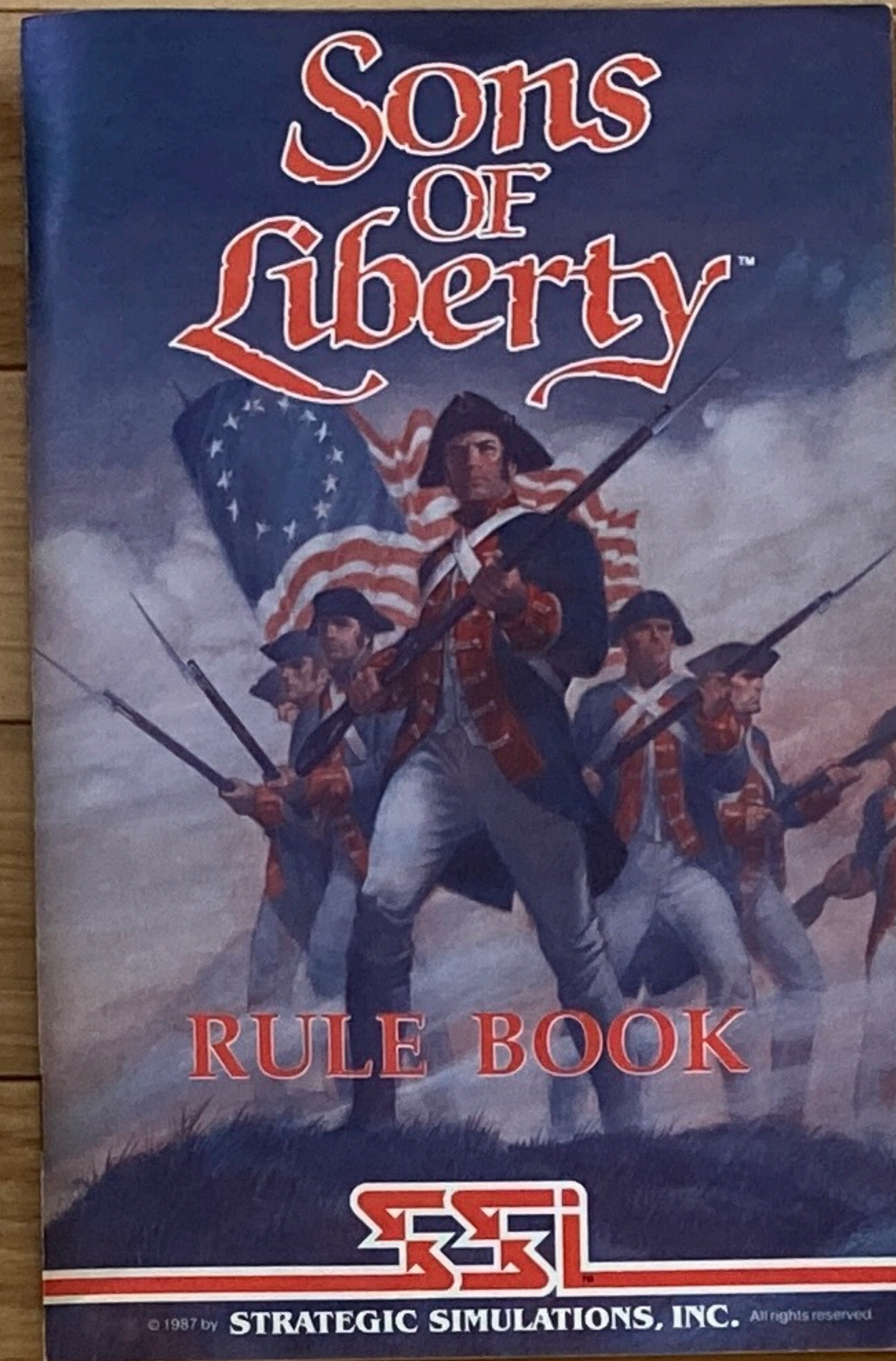
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STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____

2. What computer was used to play this game? _____

3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

4. Have you ever played a board wargame before?
☐ Yes ☐ No

5. Please comment on this game. Include games you would like to see in the future.

6. How many other SSI games do you own? _____

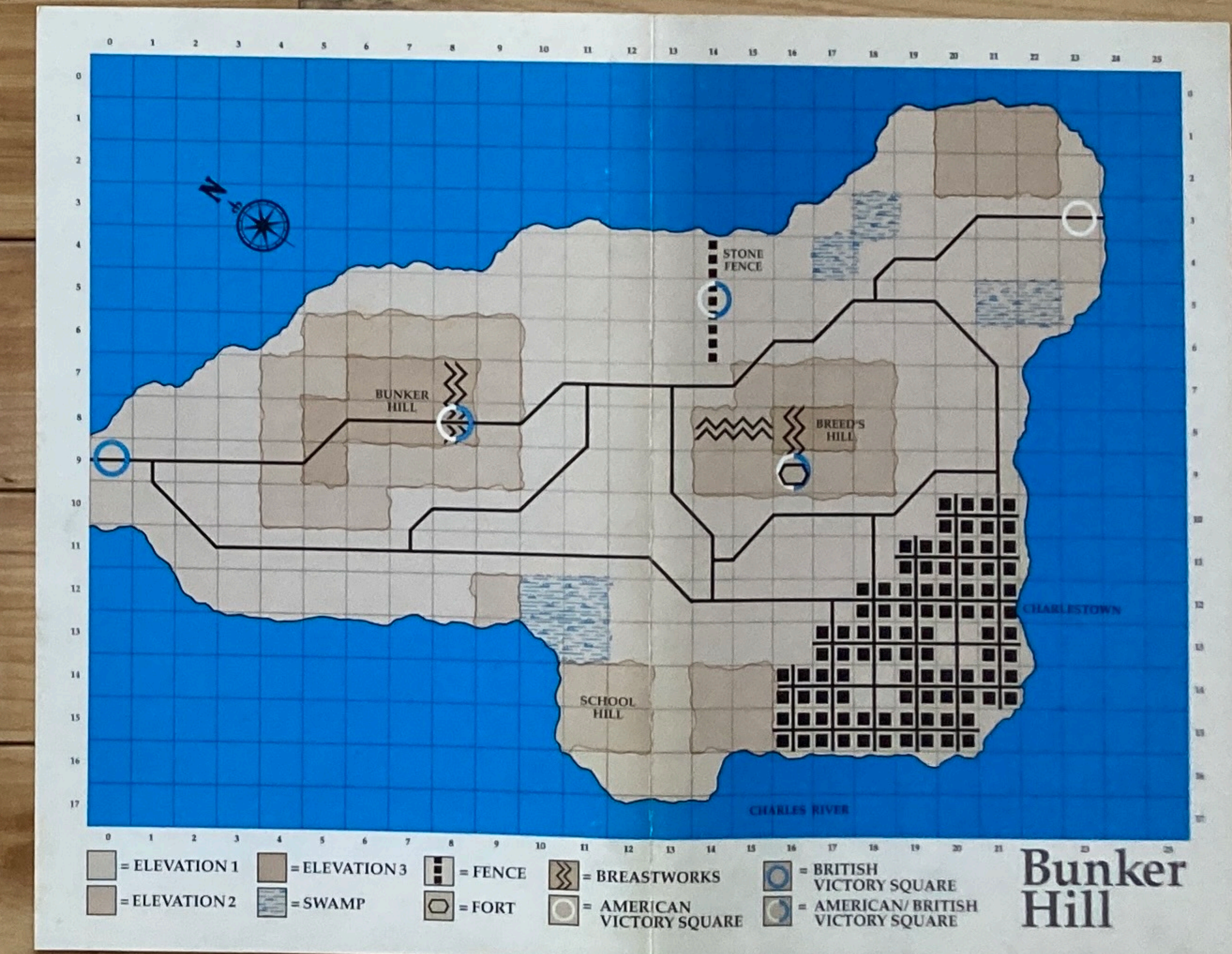
7. Where did you learn about this game?
1) ☐ friend 4) ☐ magazine ad
2) ☐ retail store 5) ☐ magazine review
3) ☐ SSI catalog 6) ☐ other
If magazine ad, which magazine? _____

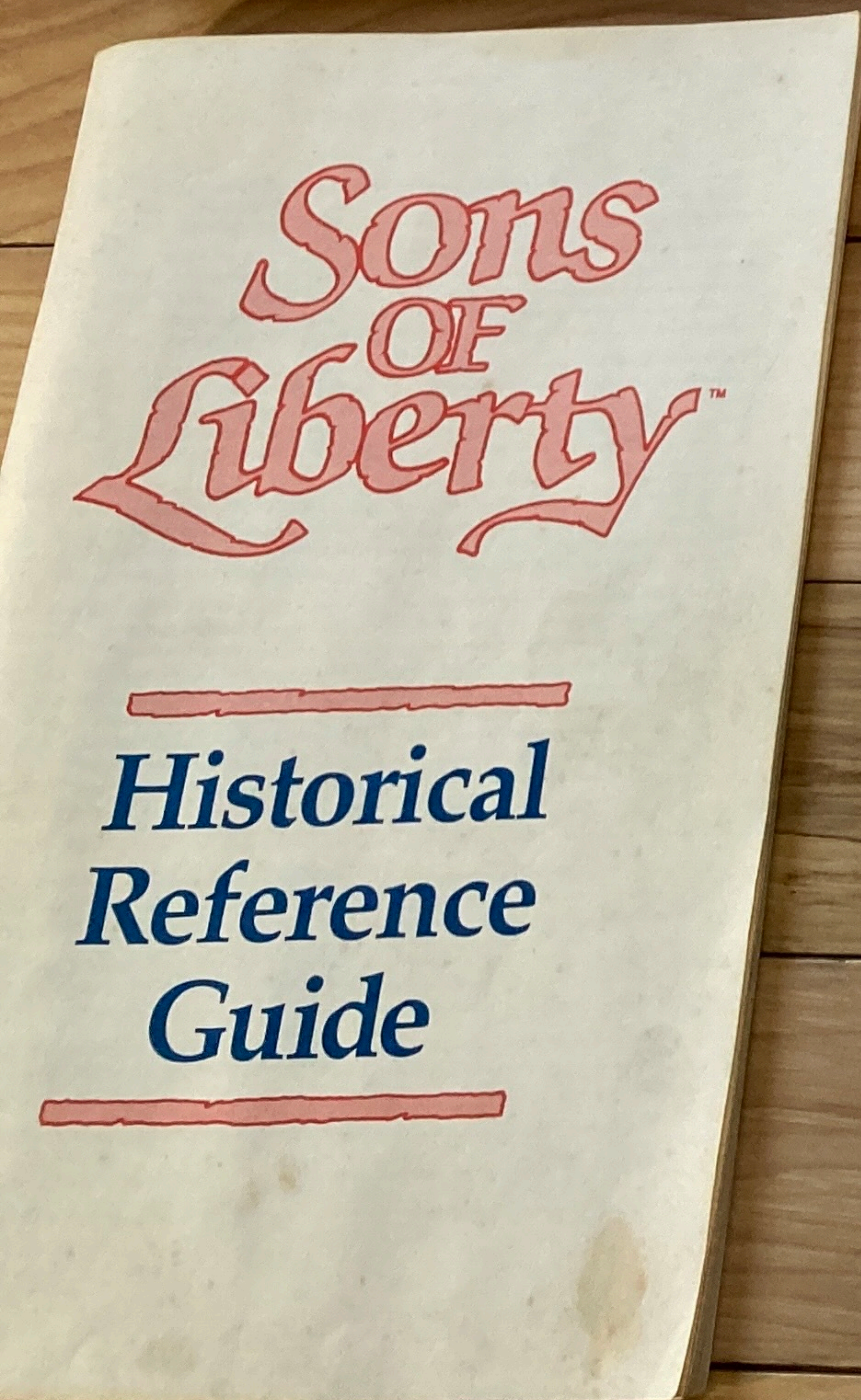
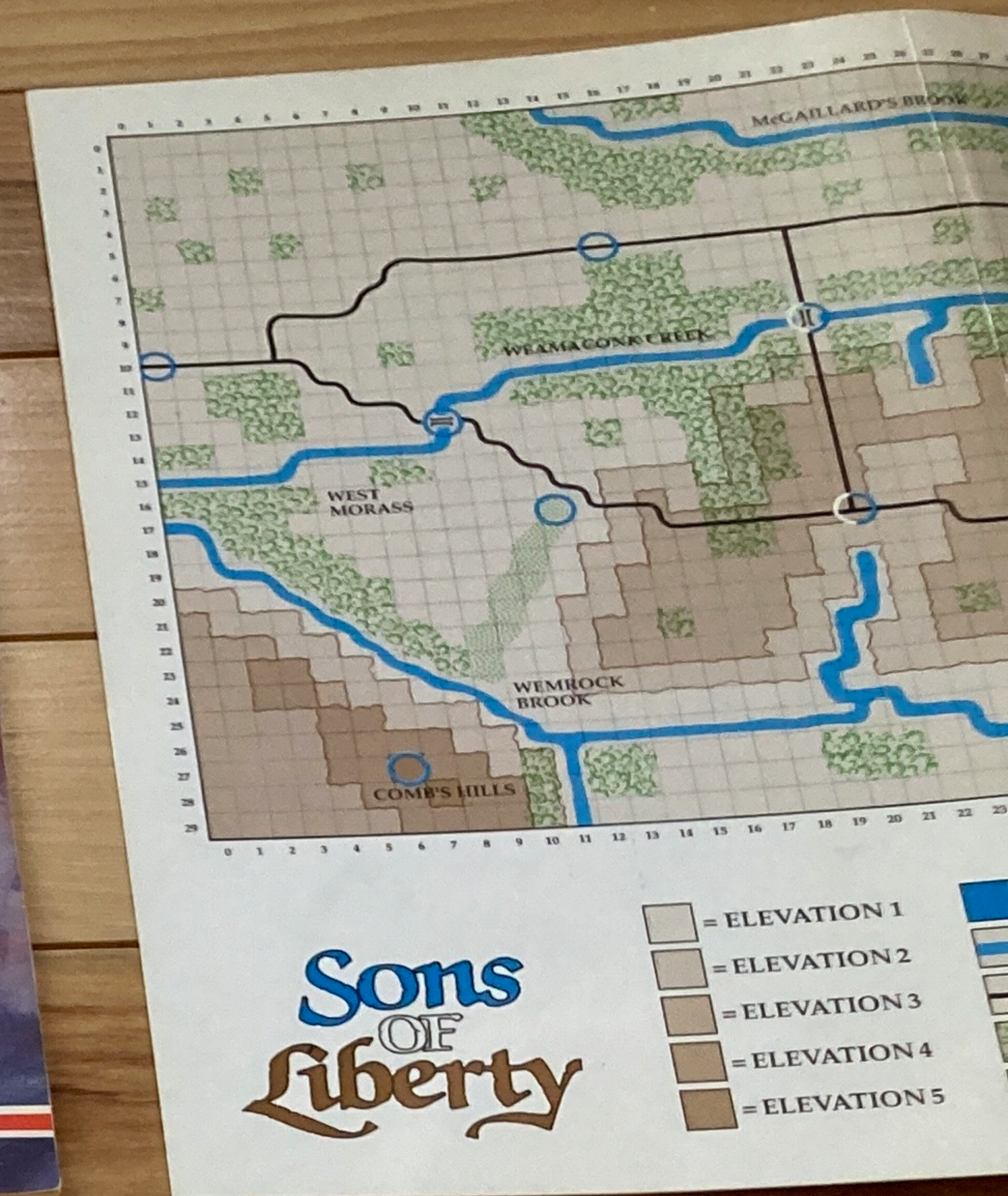
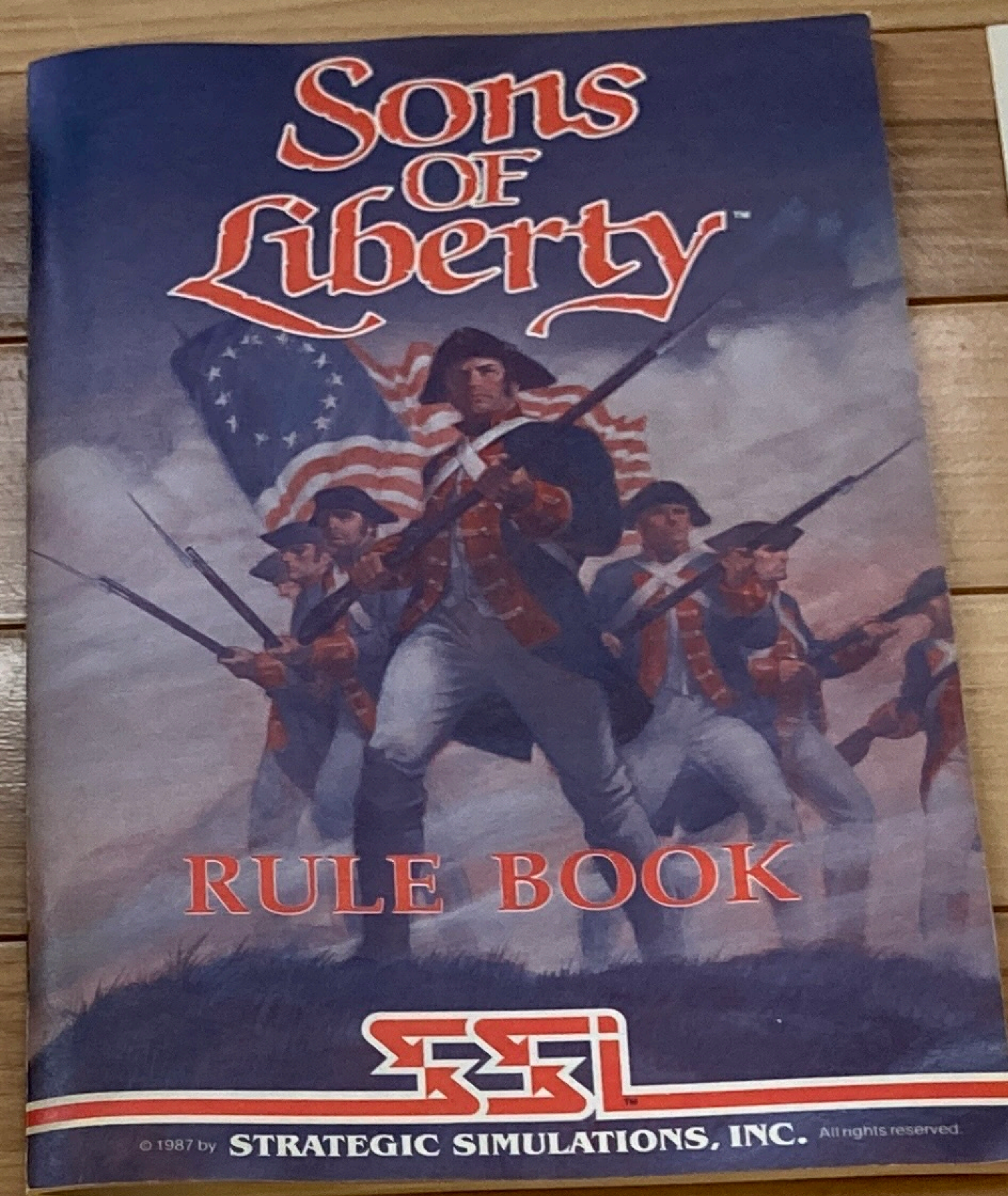
8. Where did you purchase this game?
1) ☐ computer store 5) ☐ department store
2) ☐ software store 6) ☐ SSI direct
3) ☐ toy/hobby store 7) ☐ other mail order
4) ☐ bookstore 8) ☐ other _____

Name, city, and state of store where game was purchased: _____

9. Name and address of a store where you would like to see SSI products sold:

10. If you wish to be placed on our mailing list and have never completed this section before, please write your name, address and telephone number below:





STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____

2. What computer was used to play this game? _____

3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

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Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

4. Have you ever played a board wargame before?
☐ Yes ☐ No

5. Please comment on this game. Include games you would like to see in the future.

6. How many other SSI games do you own? _____

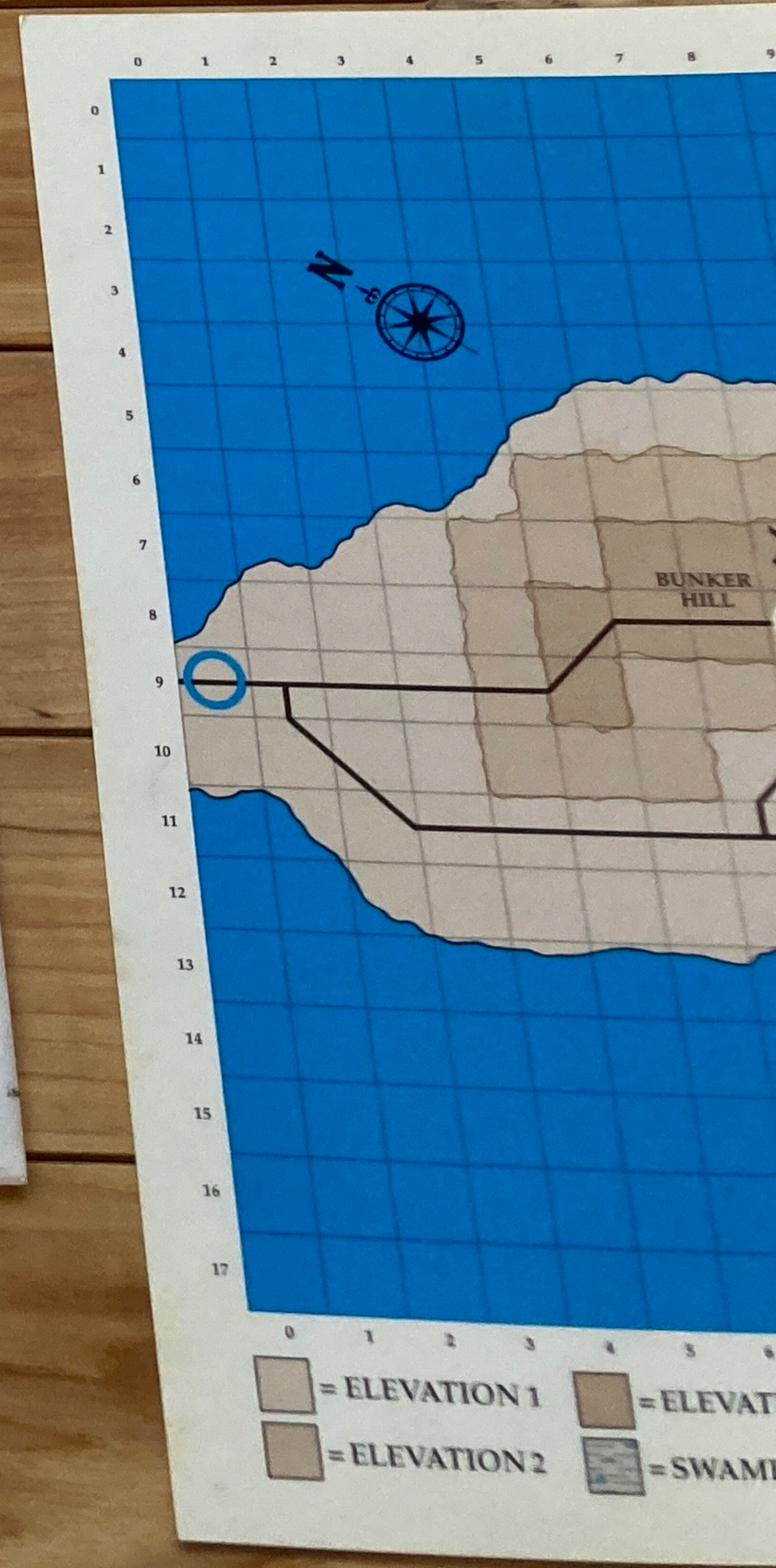
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RESPONSE CARD

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te of store where game was

of a store where you would
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placed on our mailing list and
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address and telephone number



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0 1 2 3 4

☐ = ELEVATION 1 ☐ = EL

☐ = ELEVATION 2 ☐ = SV

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= ELEVATION 1
 = ELEVATION 2
 = ELEVATION 3
 = ELEVATION 4
 = ELEVATION 5

= WATER
 = CREEK
 = ROAD
 = WOODS
 = HEDGE

= BRIDGE
 = VILLAGE
 = AMERICAN VICTORY SQUARE
 = BRITISH VICTORY SQUARE
 = AMERICAN/ BRITISH VICTORY SQUARE

MOVEMENT COSTS

Terrain Type Entered	OP Cost For:	INF.* DIS.CAV.	INF. COL	MTD CAV.	LIMB. ART.	UNLIMB.* ART
Clear, Ridge, Bridge		4(5)	2(3)	1(2)	2(3)	P*
Breastworks, Hedge, Rough, Village Fence		5(7)	3(5)	3(5)	4(6)	P*
Woods[1]		6(8)	4(6)	5(7)	6(8)	P*
Road[2]		NA	1	1	1	P*
Water		P	P	P	P	P*
Ravine		6(8)	4(6)	4(6)	6(8)	P*
Town		P	P	P	P	P*
Swamp		7(9)	5(7)	6(8)	[3]	P*
Creek		5(7)	3(5)	3(5)	5(7)	P*
Higher Elevation Per Level [4]		+1	+1	+1	+2	P*
Enter ZOC		+3	+3	+1	+3	P*
Leave ZOC		+1	+1	+1	+1	P*
ZOC to ZOC[5]		+2	+2	+2	+2	P*

[1] Most British units pay one additional OP to enter woods squares.

[2] To be eligible for road movement rate, a unit must be in Column, Mounted, or Limbered formation and be moving either horizontally or vertically (not diagonally) from one road square to another. Infantry in line/dismounted cavalry pay OP for the normal (non-road) terrain type in the square.

[3] Requires all of the units OP. May only be entered if the unit performs no other action that phase and has a minimum of 1 OP.

[4] Penalty is for each change in elevation. Entering a square that is one elevation higher would cost one additional OP. Entering a square which is two elevations higher will cost two additional OP and so on.

[5] To be eligible for ZOC to ZOC movement, the unit must be entering a friendly-occupied square. Movement penalties are cumulative. The moving unit must pay the cost to leave a ZOC, plus the cost to enter a ZOC, plus the ZOC to ZOC movement cost, plus the normal cost to enter that terrain type. ZOC to ZOC movement is normally permitted for units with insufficient OP to pay the movement cost, if it is the only action the unit performs in a phase and if that unit has at least 1 OP.

Numbers shown in parenthesis () are for diagonal movement.

P = Prohibited.

NA = Not Applicable.

EFFICIENCY TABLE

ACTION	COST
Unit moved onto by Routing unit	-8
Unit moved onto by retreating unit	-3
Unit retreats	-3
Unit stacked with unit that Routs	-15
Per casualties of 3 men*	-2
Unit changes formation	-2
Unit changes formation in ZOC	-2
Unit Advances	+2

*For units with less than 400 men. If a unit has over 400 men, the Efficiency loss is equal to: $2/3(\text{men lost}) \times 400/(\# \text{ of men in unit})$.

ACTION COSTS

Action Performed	OP Cost For:	INF.* DIS. CAV.	INF. COL	MTD CAV.	LIMB. ART.	UNLIMB.* ART
Change Facing		+1	0	0	0	+1
Change Formation to Column, Mounted, or Limbered*		2	NA	NA	N/A	2
Change Formation to Line, Dismounted, or Unlimbered*		NA	4	4	4*	N/A
Fortify[6]		+8*	P	P	P	+8*
Fire in Fire Phase		2	2	2	4	P*
Melee (attacker)		4	4	4	4	P*
Melee (defender)		4	4	4	4	4*

[6] Used in ADVANCED GAME only.

NA = Not Applicable.

P = Prohibited.

* Not applicable to BASIC GAME.

FATIGUE TABLE

Action	Cost
Fire and Melee Combat	
Infantry and Cavalry	+3
Artillery	+8
Enter Clear, Village, Bridge, Rough, or Road* square	+1
Enter Woods, Swamp, Creek, or Ravine Square	+2
Cross Fence or Hedge	+1
Enter Higher Terrain	+1 per elevation gain
Fortify	+15

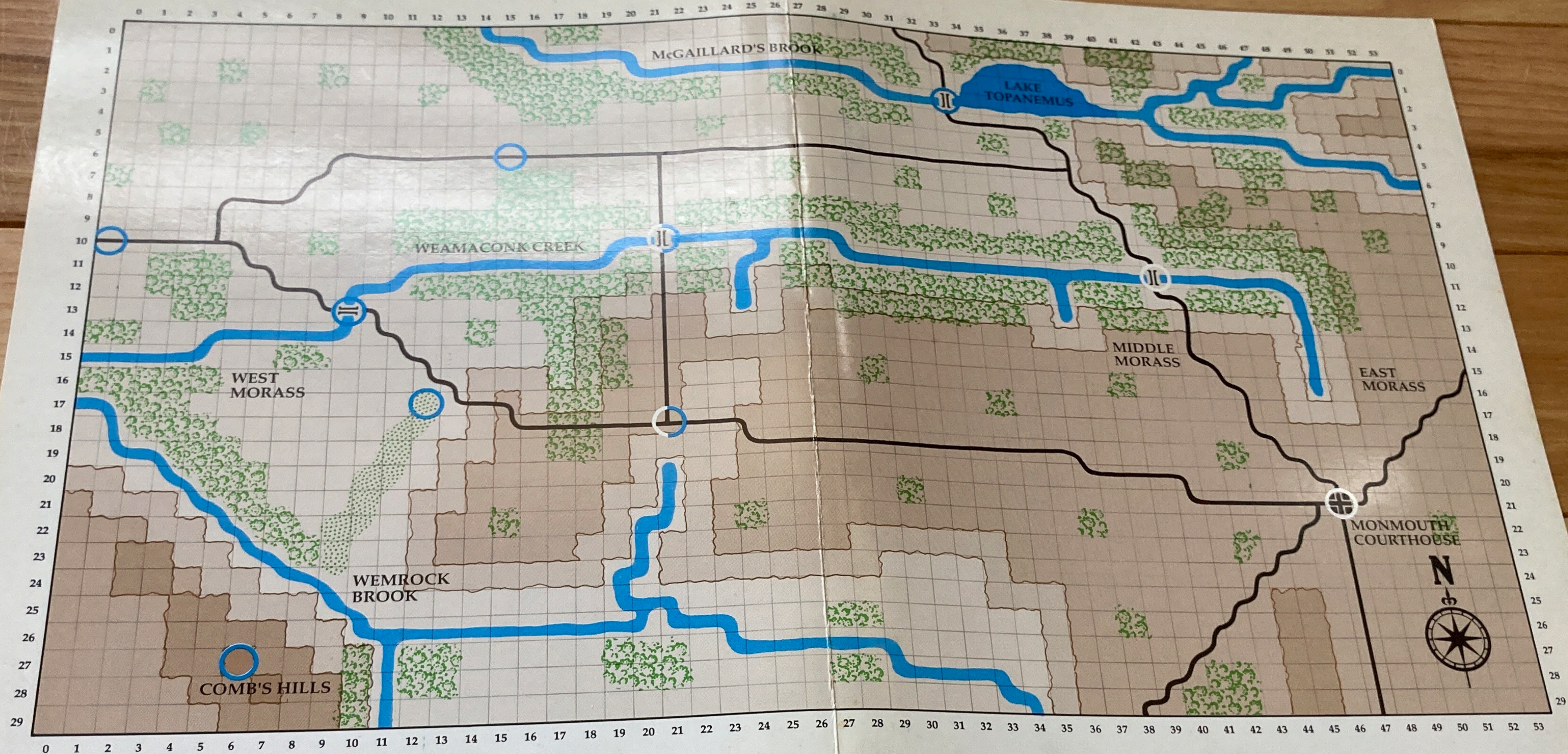
*Only applies if unit is eligible for road movement rate. Units in road movement have a 50 percent chance of getting 1 Fatigue point per move. Units not using road movement are penalized Fatigue cost for the non-road terrain type of the square.

WEAPON/RANGE CASUALTY TABLE

WEAPON TYPE	ABBREV.	1	2	RANGE IN SQUARES			
				3-4	5-6	7-8	9-12
Rifle	RFL	3.5	3	.5	0	0	0
Musket	MSK	3	.5	0	0	0	0
Carbine	CRB	2	0	0	0	0	0
3 Pound Gun	3PD	4.5	2.5	1.5	1	0	0
6 Pound Gun	6PD	8.5	4.5	3.5	1.5	1	.5
12 Pound Gun	12P	15	7.5	5.5	3.5	1.5	1
24 Pound Gun	24P	19	9.5	7	4.5	2.5	1
Mortar	MTR	.5	.5	3	4.5	1.5	.5

The number under the range column for each weapon type is the number of casualties that weapon will inflict at that range per 100 men or per gun firing. These casualties are modified by other factors. Refer to Section 20.6.

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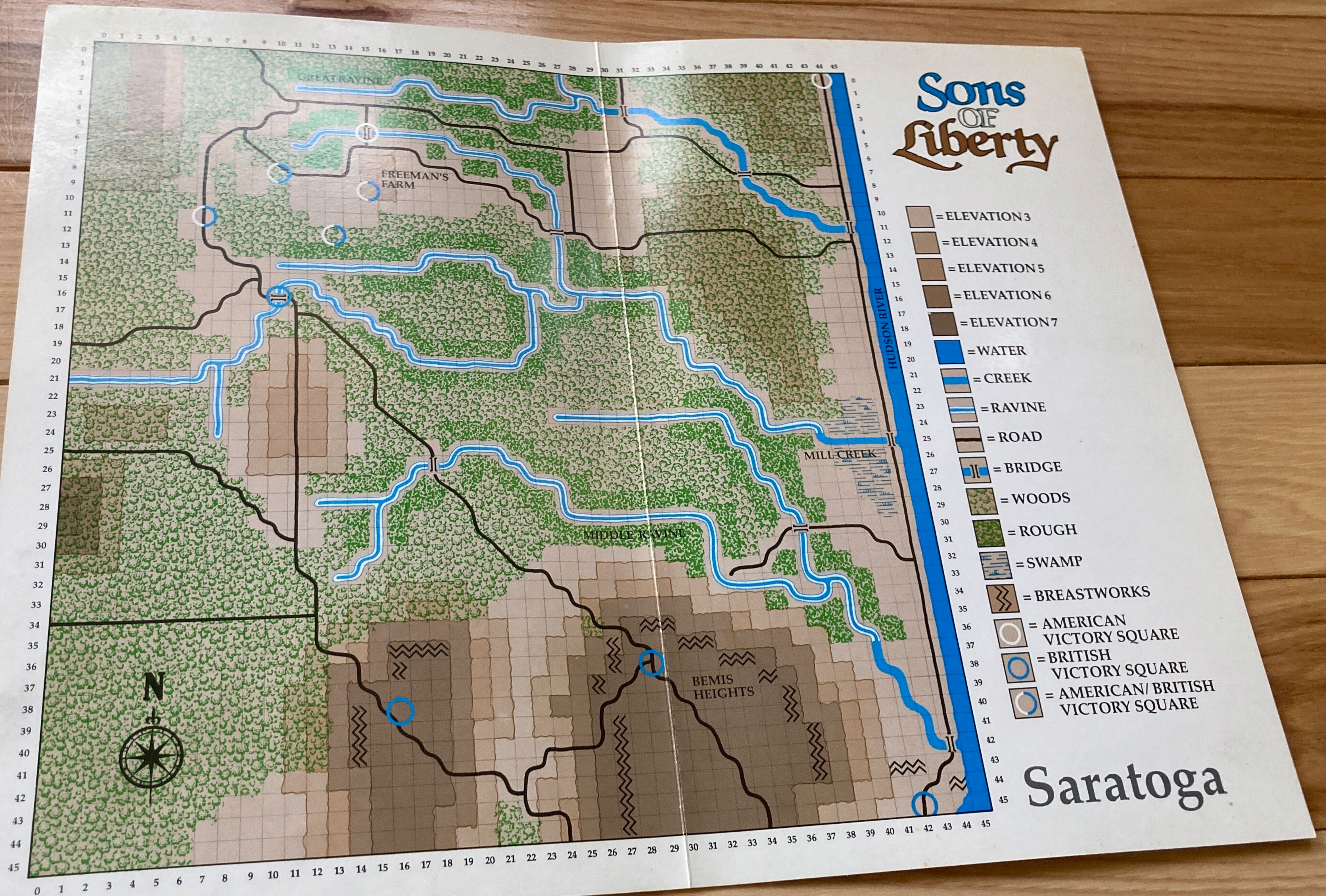


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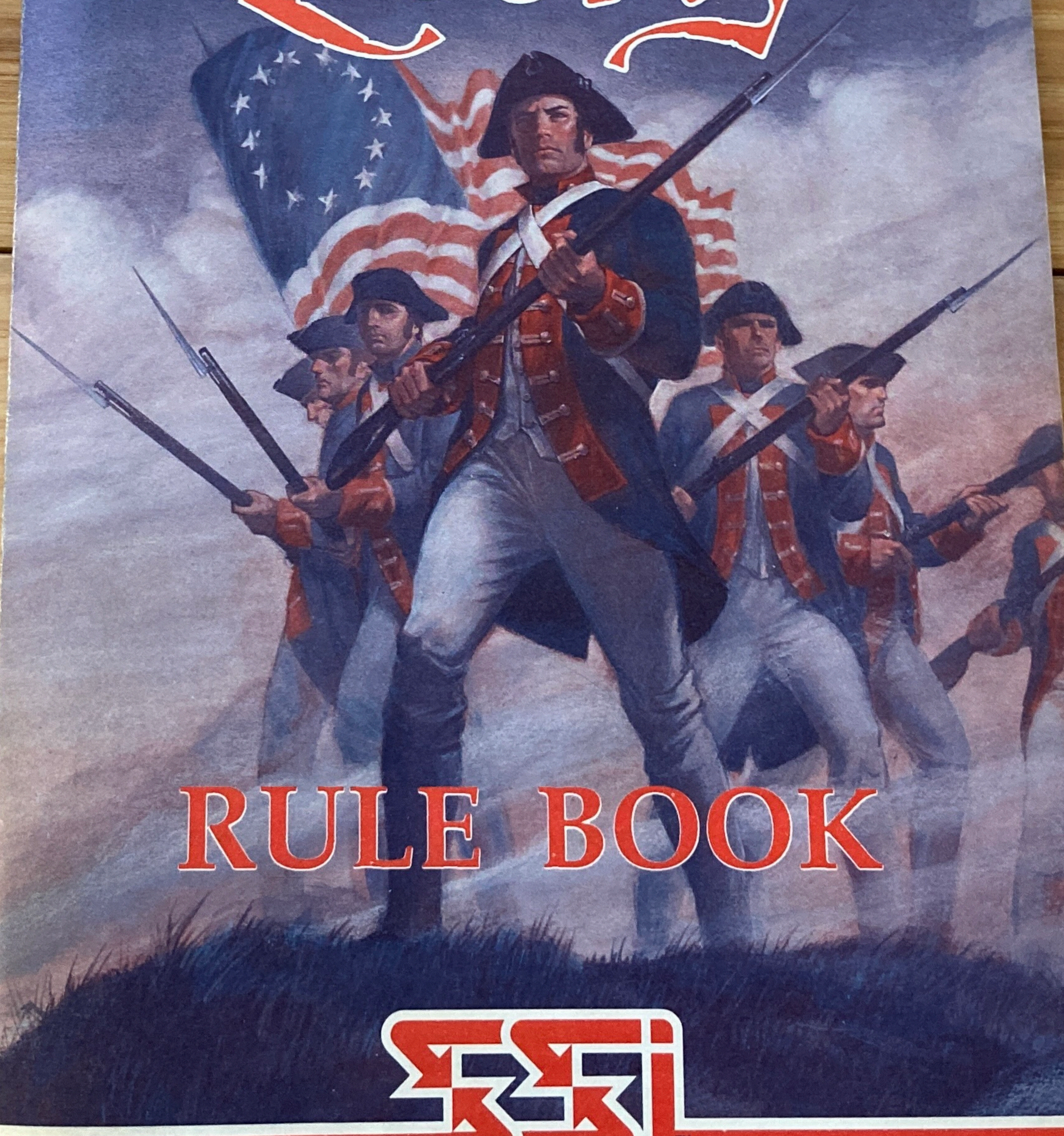
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- = HEDGE

- = BRIDGE
- = VILLAGE
- = AMERICAN VICTORY SQUARE
- = BRITISH VICTORY SQUARE
- = AMERICAN/ BRITISH VICTORY SQUARE

Monmouth



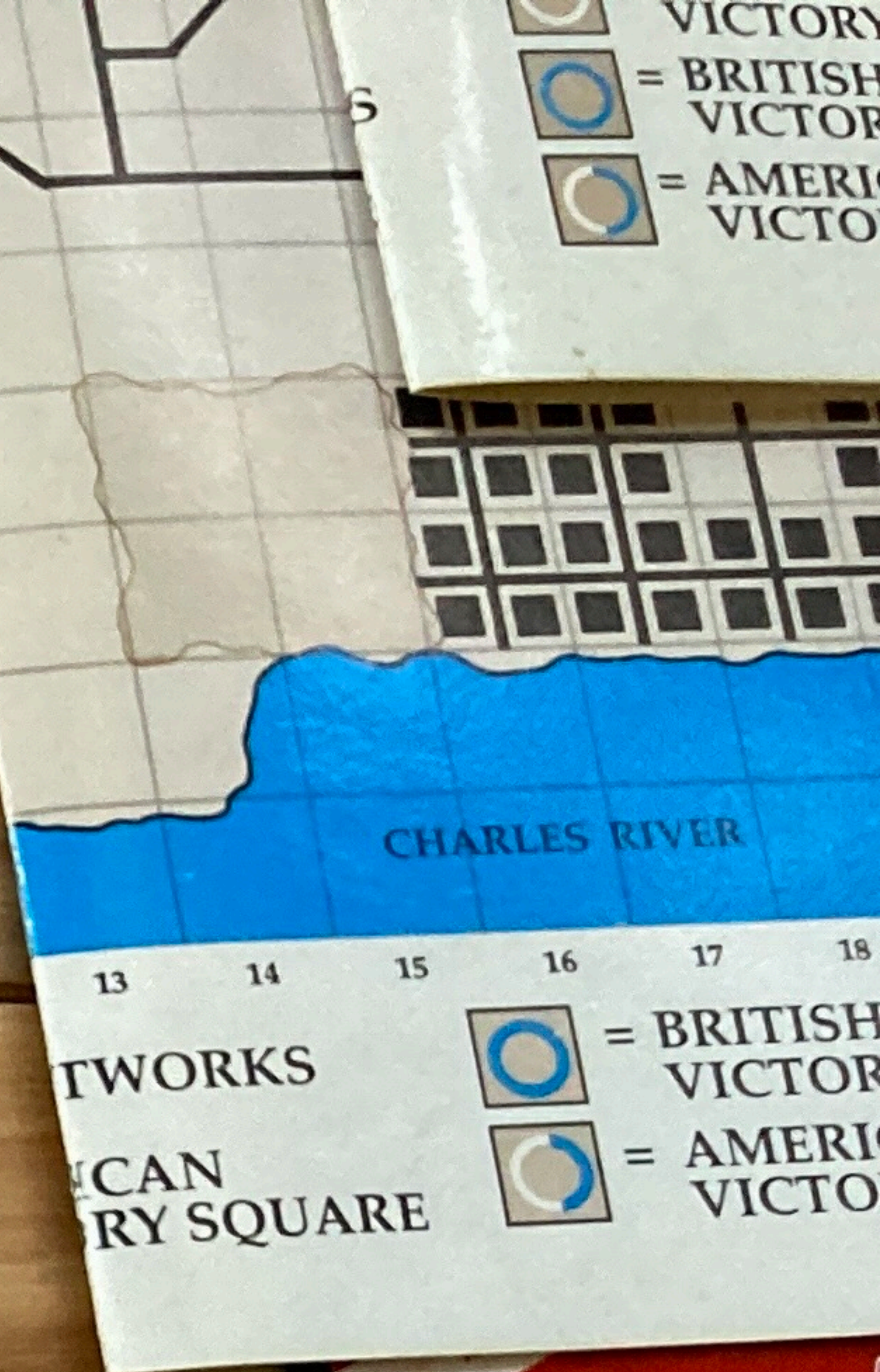
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RULE BOOK



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(H)elp = Displays a list of the commands available in this menu.

(M)elee = Plots the unit to MELEE combat the adjacent unit at which it is firing.

(N)ext = Accesses the next friendly unit in the Order of Battle.

(O)ther Map = Toggles between the Tactical and Strategic Maps.

(Q)uit = Exits to the Cursor Menu.

(T)errain = Removes unit shapes on the map to reveal the terrain beneath.

(U)nder = Accesses the next unit in the square.

(V)iew = Highlights all squares the currently accessed unit can fire into.

(Z) = Aborts the orders you have given to the currently accessed unit since its most recent access. The unit is returned to the square it occupied at the time it was accessed and any combat orders given it are reset.

4.211 Keyboard Fire Menu

This menu is entered from the Command Menu when "F" is pressed. It is exited back to the Command Menu when either a fire option or the exit option is chosen. To select an option, press the key that is shown in parenthesis () for that option as follows:

(1-8) = Moves the cursor in the desired direction as indicated by the Movement Compass ("1-9" for the optional key pad).

(T)arget Square = Orders the unit to fire into the square currently occupied by the cursor. This order will only be accepted if that square can be seen by the unit and is in its

weapon's range. (NOTE: the computer will sometimes override plots due to a random factor.)

(V)iew Line Of Fire = Highlights all squares which the unit can fire into.

(N)o Fire = Orders the unit not to fire. The unit will only fire if an enemy unit is adjacent to it.

(E)xit/Erase Plot = Returns to the Command Menu without giving a fire command. If a fire command had been previously given, this command is eliminated.

Fire will be resolved as plotted if certain conditions are met. Some of these are: the firing unit's Line Of Fire to that square is not blocked, that square is occupied by an enemy unit, and (where the plotted square is not adjacent to the firing unit) no enemy units are adjacent to the firing unit.

When fire is not plotted, the computer will choose a target for the unit to fire at. NO FIRE orders notwithstanding, a unit which is capable of fire will ALWAYS fire at an adjacent enemy occupied square during the Combat Phase.

4.22 Joystick Command Menu

The Command Menu is entered from the Access Menu when the joystick button is pressed at any time while the O in the middle of the Movement Compass is blinking. While in the Command Menu, you may select any of the following options by moving the joystick to highlight the option and then pressing the joystick button:

ABORT = Aborts or cancels the orders given the unit since its most recent access. The unit will be returned to the square it occupied at the time it was accessed and any combat orders will be reset. OP points are recovered for cancelled orders. (Exception: There is a four

OP penalty if an aborted move reveals a hidden unit.)

ADVANCE = Pressing the button when an "N" appears next to this option will order the unit to advance into an adjacent square. The unit will only advance where its attack forces the retreat of an adjacent enemy unit. Pressing the button while a "Y" appears next to the option will set the unit to NOT advance.

CLEAR = Removes the unit symbols from the map to reveal the terrain beneath.

FIRE = Calls up the Fire Menu to permit the giving of fire commands.

MELEE = Selecting this option while a N appears next to MELEE in the Access Menu, sets the unit to Melee combat an adjacent enemy unit it fires at. Selecting the option while a Y appears next to MELEE, orders the unit to NOT Melee.

NEXT = Goes to the next friendly unit in the Order of Battle.

OTHER MAP = Toggles between the Tactical and Strategic Maps.

QUIT = Exits to the Cursor Menu.

RETURN = Exits to the Access Menu.

VIEW = Highlights all squares the unit can see which are within its weapon range.

4.221 Joystick Fire Menu

The Fire Menu is entered from the Command Menu when the FIRE Option is selected. This menu is exited to the Command Menu when either a fire option or the exit option is selected. Options in this menu may be selected by moving the joystick to highlight them and then pressing the joystick button. The following options are available from this menu:

EXIT/ERASE PLOT = Selecting this option will set the unit for a NO PLOT fire command. A NO PLOT means that the computer will select a target for the unit.

NO FIRE = Orders the unit not to fire. This order will be over ridden to permit the unit to

fire at adjacent enemy units.

TARGET SQUARE = Permits the selection of a square for the unit to fire into. After this option is selected, press the joystick button, use the joystick to move the cursor into the square you wish to target, and press the joystick button again. This sets your unit to fire into the selected square and returns you to the Command Menu. The computer will not accept a command to fire into a square which a unit cannot see or which is out of its weapon range. The computer will sometimes override plots due to a random factor.

(NOTE: Your unit will only fire into this selected square if certain requirements are met. These include: your unit being able to fire, a clear Line Of Sight to the target square, and the absence of adjacent enemy units when the target square is not adjacent).

VIEW Line Of Fire = Highlights those squares which the unit can see and are within the range of its weapon.

4.222 Joystick Access Menu

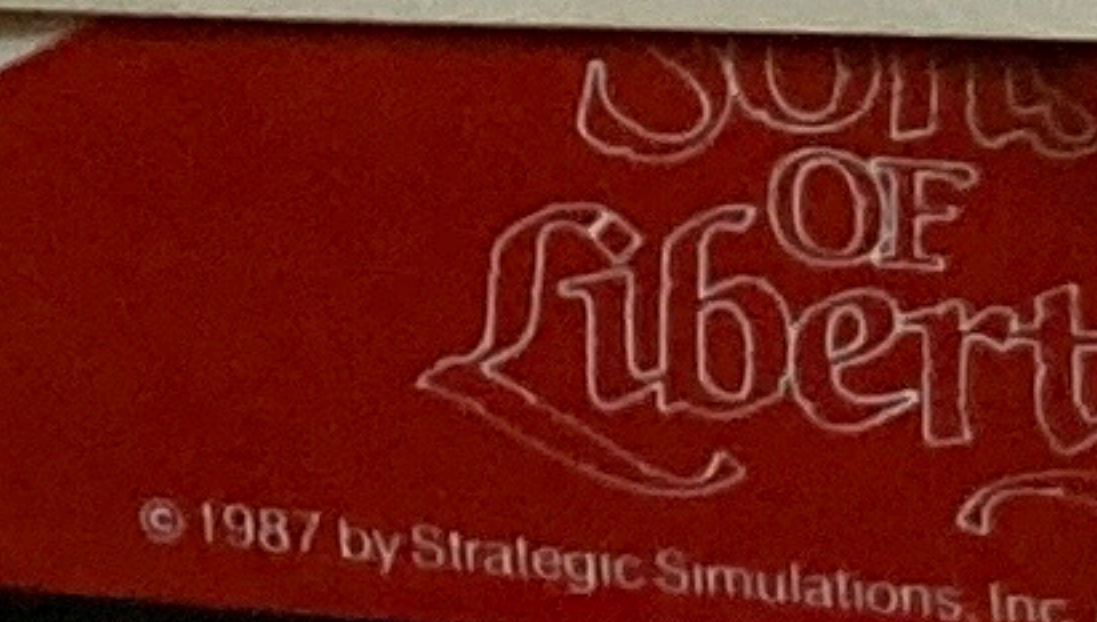
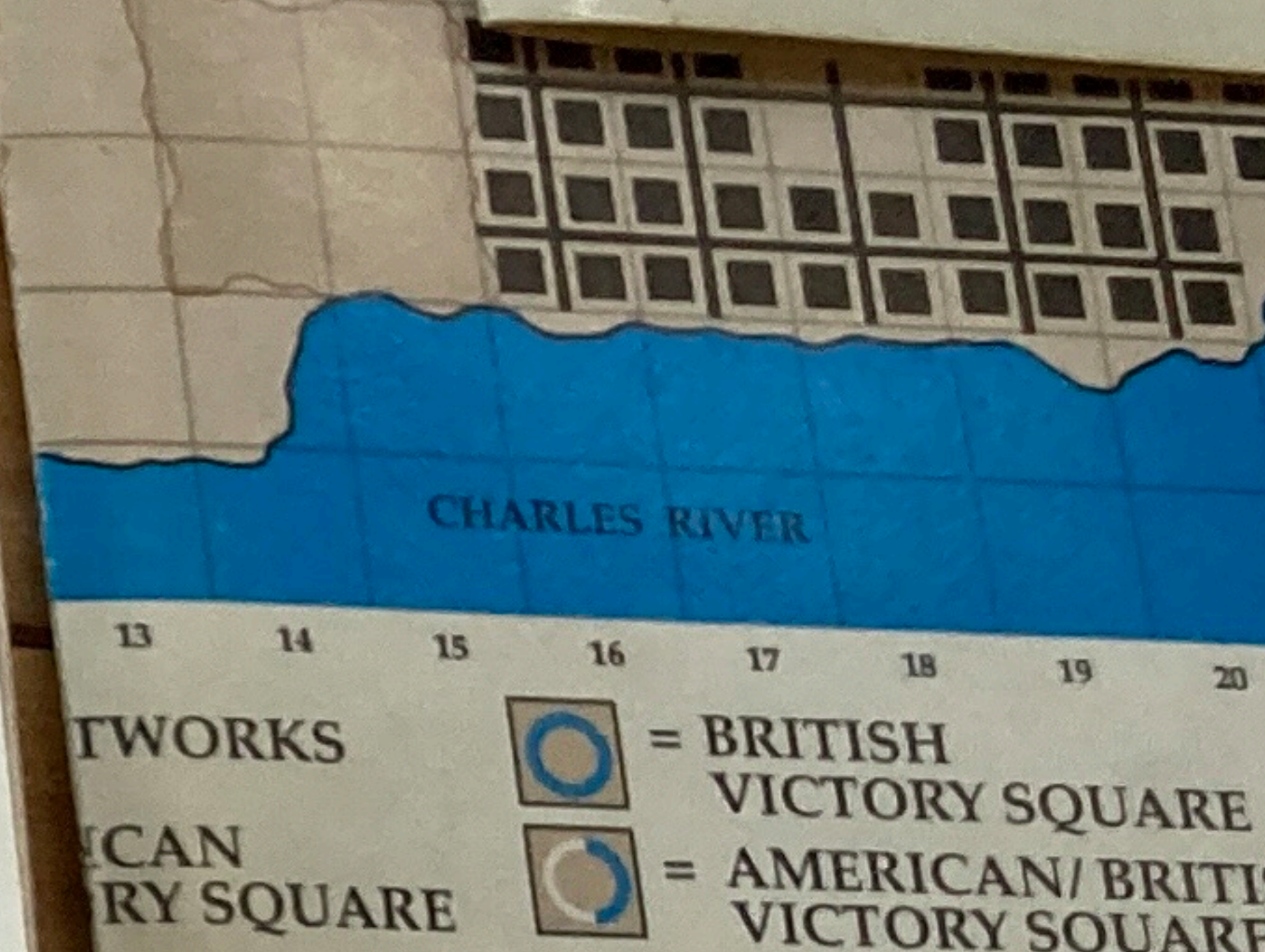
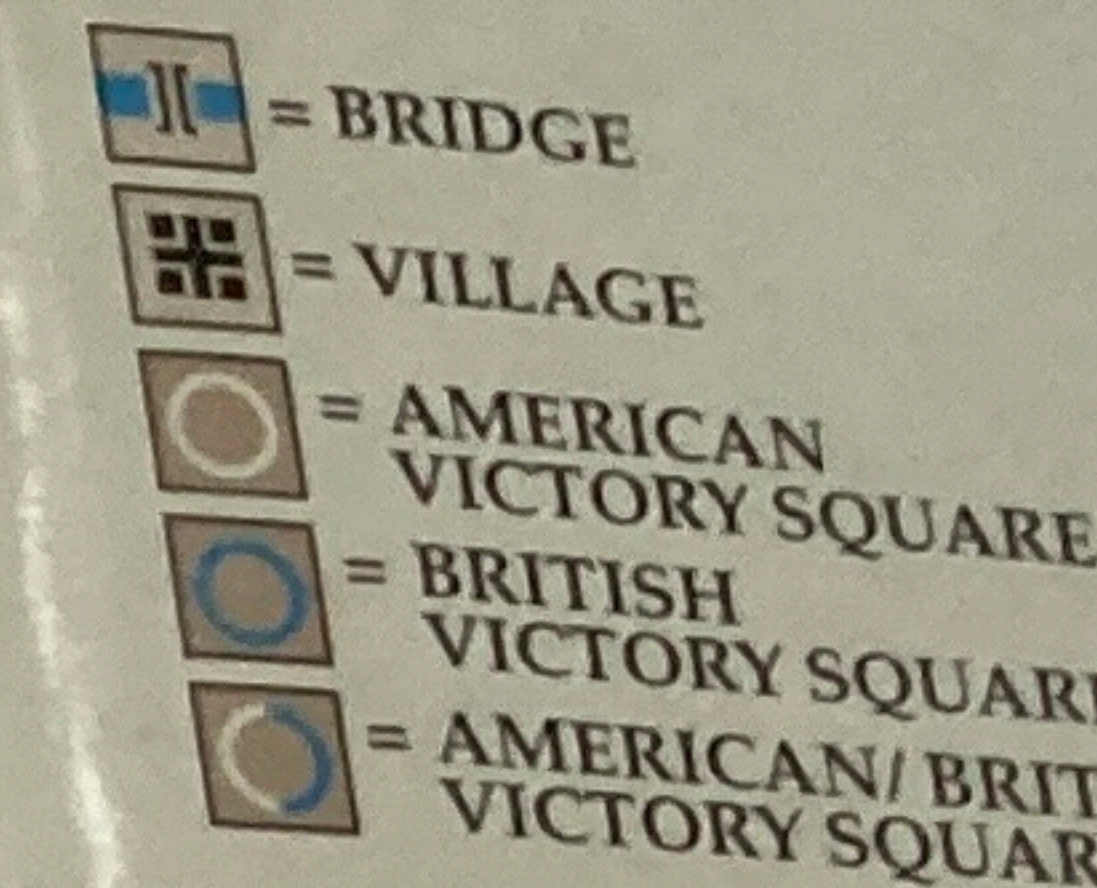
This menu is entered from the Cursor Menu when a unit is accessed. It is entered from the Command Menu when the RETURN or NEXT options are selected. This menu is exited to the Command Menu when the joystick button is pressed at any time when the O in the middle of the Movement Compass is blinking.

While in the Access Menu, information about the unit (Name, Morale, etc.) will be displayed beneath the map.

The Access Menu permits a unit to be moved to a square by first using the joystick to move the cursor to the desired square and then pressing the joystick button. The unit will then move to the selected square (assuming it is a legal move).

5.0 MOVEMENT

Movement commands are given using the keyboard or, for the Basic Game only, a joystick. The game player may move either the cursor (a white square or rectangle) or a combat unit.



STRATEGIC

1. What game is this?
2. What computer system is it for?
3. Please rate the following (9 = excellent):
Playability
Realism
Excitement
4. Have you ever played this game?
☐ Yes ☐ No
5. Please comment on what you would like to see in a future version.
6. How many friends have you played this game with?
7. Where did you buy this game?
1) ☐ friend

QUESTIONS OR PROBLEMS?

Our main business telephone is (415) 964-1353.

We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or if you need a clarification of the game and/or rules.

Both numbers can be called every workday, 9 to 5 Pacific Time.

APPLE II AND IBM COMPATIBLE COMPUTER INFORMATION

Many of our games will work on Apple II and IBM compatible computers. Most of our games will work on an Apple II GS in the Apple II emulation mode.

If you own an Apple II GS, Apple compatible or IBM compatible computer, we suggest that you consult with our Technical Hotline at (415) 964-1200 any workday between 9 and 5 Pacific Time to see if an SSI game you're considering purchasing is compatible with your computer.

If we have sufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself.

If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or if you return the game within 30 days, you may exchange the game for another.



STRATEGIC SIMULATIONS, INC.

1046 N. Rengstorff Avenue
Mountain View, CA 94043

Sons OF Liberty™

Historical Reference Guide

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THE BATTLE OF MONMOUTH

One day after Lt. Gen. Henry Clinton was appointed Commander in Chief of British forces in America, he received orders to abandon his base in Philadelphia and move to New York. The entry of France into the war (prompted by the British defeat at Saratoga) had forced the British to shift their forces. Clinton was to ship out much of his army to guard more important territory.

News of the coming move caused much concern among the Tory population of Philadelphia that had remained loyal to King George. Fearful of reprisals from the rebels once the army withdrew, the Tories prevailed on Clinton to move them as well. The addition of the Tories and their baggage forced Clinton to change his plans.

Ordered to go by ship, he instead put the Tories and a small force aboard the available transport and marched the rest of his force, along with a 12-mile long wagon train, out of Philadelphia and into New Jersey.

The Americans under Lt. Gen. George Washington had been waiting for the move. Washington knew that Clinton's forces would be dispersed during the move. This could provide an opportunity to fall on the British and defeat them in detail. It was also possible that too bold a move could bring the colonials, still recovering from a winter at Valley Forge, into a major battle with the main British force. A battle they could lose.

The Americans harassed the British from all sides during the move. Marching under a sweltering June sun, Clinton rested his force for one day (June 27) at the small town of Freehold where the Monmouth County Courthouse was

located. The transport had delivered the Tories safely to New York and Clinton had decided to change his line of march to meet the transports at Sandy Point and finish the move by ship. This decision greatly reduced the risk of American attack. It also reduced the time Washington had to act.

Advance American units under Charles Lee were ordered to engage the British rearguard. Skirmishing had occurred throughout the morning of June 28 with the first significant clash coming between the British Dragoons and the American 9th Pennsylvania infantry around noon.

As contact between the two forces increased, Clinton became concerned that his wagon train, moving through a narrow ravine, might come under attack. He also saw an opportunity to turn and punish the American forces which had been dogging him throughout the move.

Many American units were fighting under new commanders. Lee, who led the force, had been opposed to going after Clinton aggressively and this caused friction between he and subordinate commander Anthony Wayne. American infantry units were fighting from the cover of forest while an accompanying artillery unit fought from clear ground. The artillery unit eventually ran out of ammunition and withdrew.

Other American units, seeing the only visible friendly unit falling back, decided to withdraw also. This left the American forces under Marquis de Lafayette (whom Washington had wanted to command the action) isolated north of Freehold. Lee found himself unable to halt this unauthorized withdrawal and it continued for

sometime until it brought him into contact with Washington at Tennent Church at about 2 p.m.

Knowing that the British were advancing, Washington formed a line along a ridge. Behind the ridge and protected from fire, he placed a reserve. The strength of these forces was increased by units that had retreated from the fight around Freehold.

While Washington was forming his line, Wayne had been positioned to blunt the British attack. His force was broken, but rallied behind a hedge row long enough to prevent the rest of Lee's men from being cut off.

Around 3:30 p.m., forces under Nathaniel Greene arrived on the American right flank. Greene occupied Comb's Hill which permitted him to place artillery to rake the British line.

Clinton launched a main attack against Washington's line at around 4 p.m. His guard and foot units moved against Washington's center, but they failed to break the Americans who were greatly aided by the flank fire provided by Greene's units.

Clinton tried to send a flanking force around the American left, but these encountered an American line and were stopped.

The heat and fatigue took their toll and the battle eventually faded into an artillery duel in which the American guns, with the advantage of height, had the advantage.

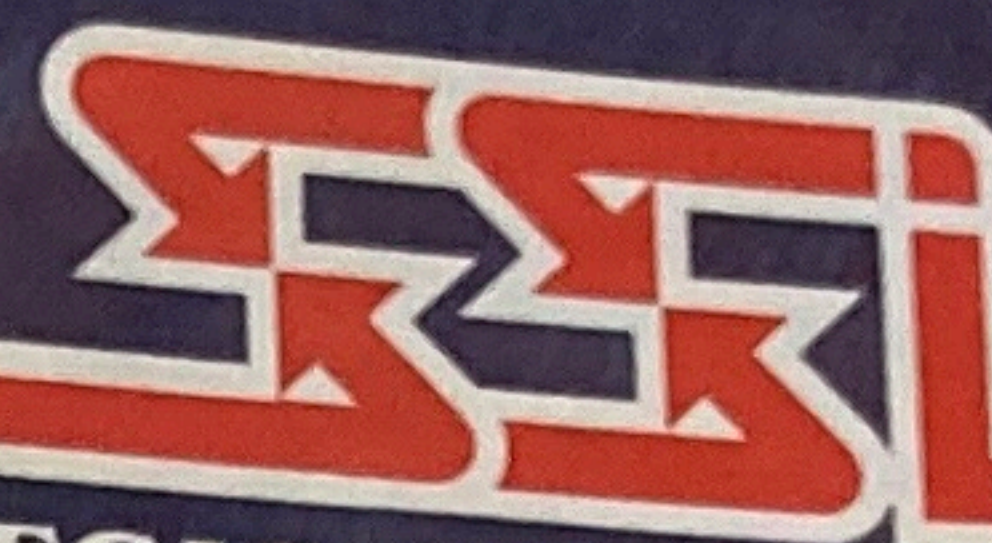
At about 5 p.m., Clinton decided to break off the action and withdraw. Wayne attacked the rear guard, but was repulsed. The Americans failed to pursue vigorously, and the British boarded the ships to New York.

A temperature of 96 degrees was

recorded at Freehold on the day of the battle and a total of nearly 100 men (both sides) are listed as having died of sunstroke during the battle.

After Monmouth, Clinton did not conduct a major campaign until his capture of Charleston in 1780.

RULE BOOK



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- = BRIDGE
- = VILLAGE
- = AMERICAN VICTORY SQUARE
- = BRITISH VICTORY SQUARE
- = AMERICAN/BRITISH VICTORY SQUARE

CHARLES RIVER

TWORKS

AN
RY SQUARE

- = BRITISH VICTORY SQUARE
- = AMERICAN/BRITISH VICTORY SQUARE

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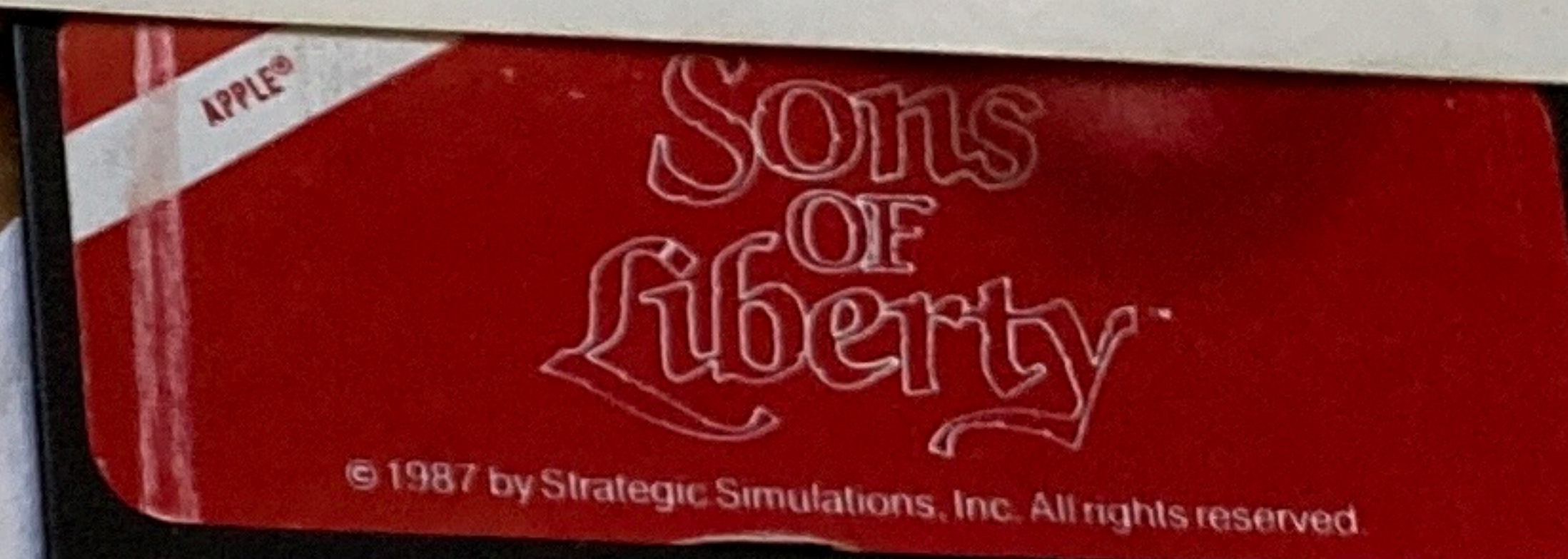
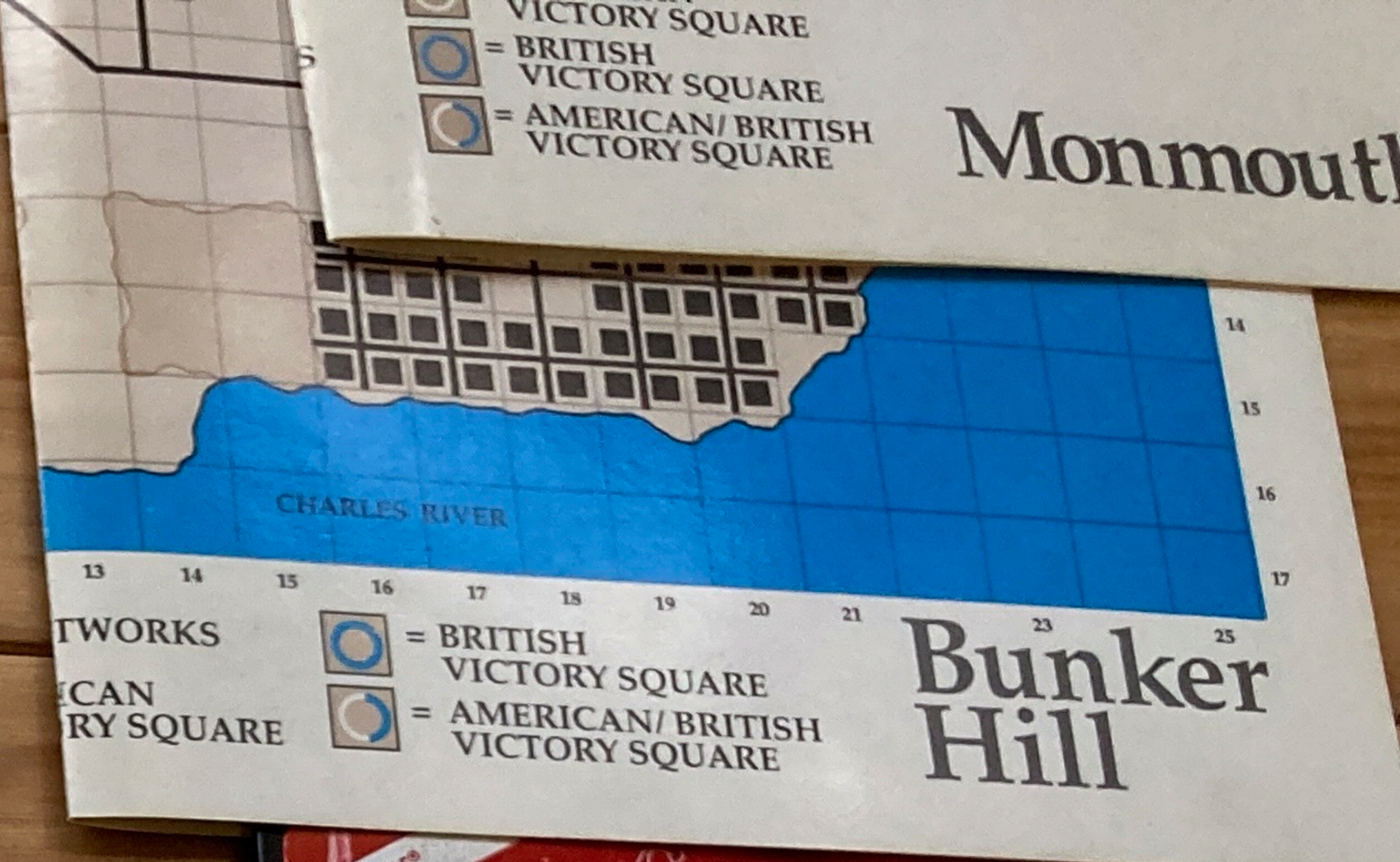
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STRATEGIC SIMULATIONS, INC./CUSTOMER SURVEY CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1
4. Have you ever played a board wargame before?
☐ Yes ☐ No
5. Please comment on this game. Include games you would like to see in the future.

6. How many other SSI games do you own? _____
7. Where did you learn about this game?

1) <input type="checkbox"/> friend	4) <input type="checkbox"/> magazine ad
2) <input type="checkbox"/> retail store	5) <input type="checkbox"/> magazine review
3) <input type="checkbox"/> SSI catalog	6) <input type="checkbox"/> other _____

If magazine ad, which magazine? _____